

EVE

THE OFFICIAL EVE-ONLINE MAGAZINE

ISSUE #003

US\$14.95

TESTFLIGHT
FORCE RECON SHIPS ARE
PUT THROUGH THEIR PACES

GEMINI
WHERE IT ALL BEGAN

A NEW LOOK FOR THE NEXT GENERATION

REBUILDING EVE

HOW CCP PLANS TO KEEP AHEAD OF THE COMPETITION

EVE
ONLINE

PLUS: HILMAR SPEAKS • INSIDE STAR • THE EVE RADIO STORY
GUIDE TO ELECTRONIC WARFARE • NEW CHRONICLES





TIME FOR A PROPER CLEANUP?

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Mercenary Coalition is an established and renowned organisation specialized in providing professional military support in armed conflicts. Since forming February 2005 the Mercenary Coalition has been involved in almost every major conflict in EVE, often playing a very heavy role. The Mercenary Coalition is an entirely political neutral organisation and thus being able to offer the military expertise and superiorly armed forces to anyone. No job is too great, be it besiegement of heavily fortified positions or crippling enemy industrial operations.

The Mercenary Coalition consists of the corporations Body Count Inc., The Corporation, North Star Networks and Sharks With Frickin' Laser Beams.

BACK TO THE FUTURE

As EVE players we have been rather fortunate. The minimum system spec required to play the game has barely advanced in the three years since the game launched, and since that time, apart from a new (though hardly cutting-edge) 3D graphics card and some extra RAM, the machine on which I break rocks, track rats and search the forums has barely changed. It makes a sound like a vacuum cleaner sucking up hamsters whenever I turn the thing on (it's OK, it settles down after a few minutes), but apart from that it has served both EVE and myself admirably. I've blown up three monitors, but that's neither here nor there. My point is that I've had more money to spend on other vices.

Alas it looks as if a hardware upgrade on my part will be required before the year is out. A massive graphics overhaul is in progress at CCP, as part of which we can expect real-time graphics that far surpass the quality hinted at on this issue's cover. To make the best of them, one might reliably assume we'd need to invest in a new operating system (namely Windows Vista) and a new graphics card built to take advantage of DirectX 10, before we can enjoy EVE to its fullest. That's what the naysayers will ominously predict, at any rate. In truth CCP has no intention of forcing us to upgrade our systems. Just as EVE currently happily runs on Windows 98 PCs (an OS that even Microsoft has ceased supporting), XP users – who are far and away in the majority – will still be able to enjoy their game of choice, and will continue to do so for many years to come, no doubt. When we do upgrade, and we will – as sure as night follows day – it will probably be because another game has prompted it... Man cannot live on EVE alone, after all.

ZAPATERO

YOU WILL BE READING...



DIGITALCOMMUNIST

The Jeremy Clarkson of EVE Online climbs aboard another class of vehicle. Who's Jeremy Clarkson? Er, best not ask



DISCORPORATION

This member of Evolution has been with EVE Online since the Beta test. He still hasn't undocked



HERKO KERGHANS

Give him a tin of Alphabetti-Spaghetti and he'll make a Chronicle out of it, in a rich tomato sauce



JAMES LYRUS

This man has been webbing and scrambling like there's no tomorrow – all in the name of research, of course



KAAII

Always thinking of new ways to make ISK, E-ON's trade vixen has been considering auctioning off the vowels in her name



PAGUS III

E-ON's roving reporter has been squaring up to the biggest names in EVE and he still hasn't been podded. Maybe next issue



REIISHA

What Reiisha doesn't know about the history of New Eden isn't worth knowing



RHAEGAR

Twinkle twinkle little STAR, how we wondered what you were – until Rhægar spilled the beans



URBAN MONGRAL

The high-flying EVE Radio DJ went to The Gathering, and all he brought back was a lousy report



WINTERBLINK

We made the fatal error of mentioning Firefly in conversation once; never again...



ZAPATERO

With upgraded eyeballs Zap can fully appreciate the scale of CCP's huge graphics update



EON

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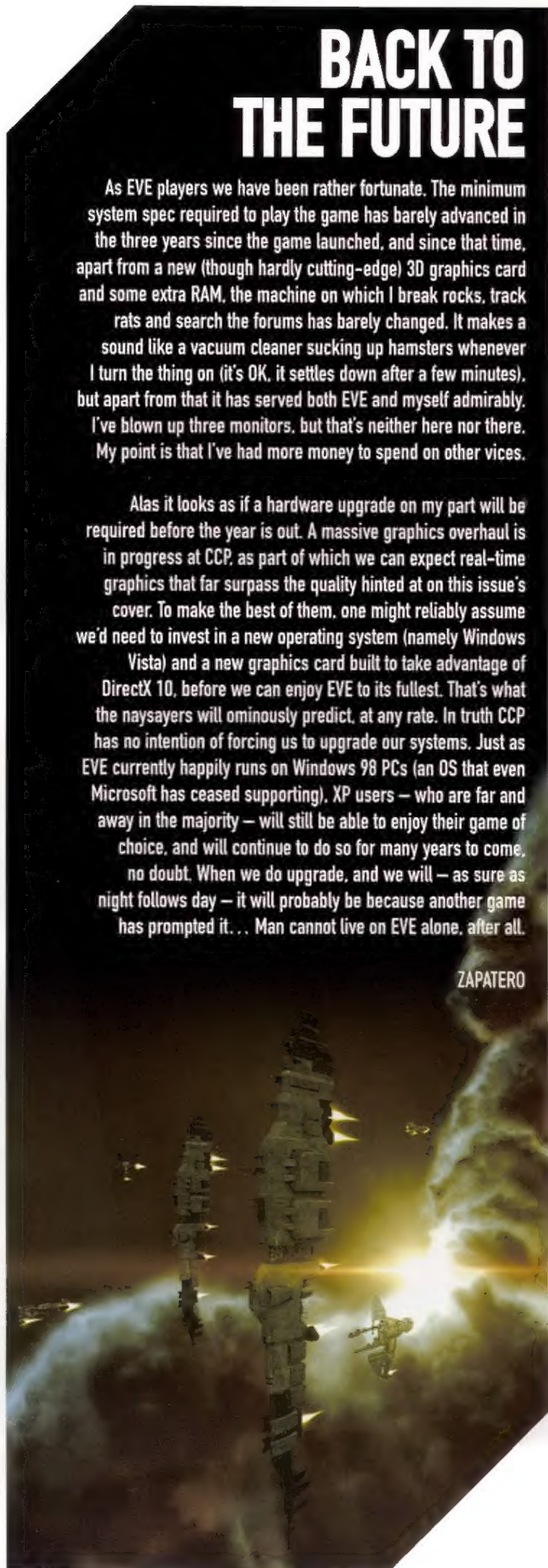
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EVE
ONLINE



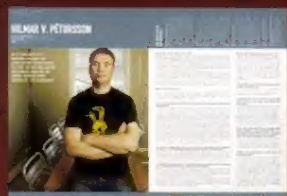
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SHE'S YOUR MISTRESS, YOUR FRIEND. EVE TEMPTS, REWARDS, FRUSTRATES AND EXCITES. DEEP DOWN, YOU JUST KNOW YOU WANT MORE



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➡ AT SECOND-HAND SHIP DEALERSHIPS ACROSS THE FEDERATION, PILOTS ARE LINING UP TO TRADE IN THEIR OLD VESSELS FOR REMODELLED VERSIONS... THEY MAY HAVE A LONG WAIT

EVE NOW OFFICIAL IN CHINA

LAUNCHING LATE SUMMER 2006



The four new bloodlines are proving to be very popular

Right now, as we write this – which as you read this was ages ago (print publishing 4tw) – CCP is out in China, in force, having attended a Press conference that officially announced EVE's intention to take over the hearts and minds of China's 30 million online gamers.

A Press conference may not sound like a big deal to those of us who've attended similar events in the West, but to the Chinese a Press conference is a very significant event. Attended by hundreds of journalists, members of CCP, representatives from the Icelandic government and Optic (the operators of EVE Online China), the conference was held in the impressive Beijing Planetarium, which showed EVE Online across its massive domed 'ball screen'. In all likelihood, EVE will never be screened across quite so large an area again.

"Things are going great in China," says Hilmar V Pétursson, CCP CEO. "We are very happy with our partner here, Optic. All in all, we are making steady progress towards a late summer launch."

A large part of the on-going development work involves overhauling all text handling in EVE to be Unicode and translatable, which will ultimately allow CCP to add more language options to Tranquillity.

"I think that will put an interesting spin on things, when we can have an even better representation of the world playing together."



CRAZY FOR EVE

The EVE China cluster, dubbed 'Serenity', will offer Chinese as the only language option.

"I've seen many players contemplating whether we're compromising our single shard philosophy by creating Serenity," says Hilmar, "which of course is a valid concern. But we've researched the matter thoroughly, and the unanimous conclusion is that keeping the clusters separate is the best solution. There are many reasons for this, ranging from regulatory and cultural to Internet topology. But the main reason is that in China there are 1,300,000,000 people, many of whom have a strong appetite for online games and an even stronger tradition for speaking their own language. Market success in China would ultimately lead to English being marginalized as the main language on Tranquillity. To put things into perspective, when Optic opened the official EVE China website, it received 50,000 applications for alpha accounts in the first three hours!"

BEGIN AGAIN

Undoubtedly, EVE Online has already made quite an impression on China's gamers. The official website (www.eve-online.com.cn) covers much of the game, including background story and an item database. Corporations are forming on forums, testing is ongoing and all is vaguely reminiscent of EVE when it was young and carefree – or would be if we could read it.

The spiralling growth of EVE has meant that Kjartan Pierre Emilsson (aka LeKjart, EON#1, p16) has stepped down from the throne as EVE's Lead Designer. "Kjartan is moving out to Shanghai to become the general manager of CCP Asia," says Reynir. "EVE will not lose his services as he will still contribute from there." So expect to see bicycles clogging up the spacelanes by the end of the year...

Item database and back-story are already finding their way into the hearts of Chinese players as EVE bids to become the coolest game, not just in the West, but in the whole world



NO ADS IN EVE

» POO-POO FOR PRODUCT PLACEMENT

Advertising real world products in games is nothing new; in fact, product placement is almost as old as the video game industry itself. But, whereas a game of Tapper was a harmless slice of five-minute fun two decades ago, as games have become more immersive, advertising and product placement seems ever more invasive, especially now that a number of organisations have come into being that are solely devoted to placing brands inside game worlds.

In some respects, advertisements can enhance the game experience, sports and driving games being the most obvious examples where ads are welcomed. But it appears advertisers are looking for more inventive ways to get their message across, understandably, since males of a certain age have turned in increasing numbers from their TVs to their monitors to provide their entertainment.

What seems to be a worrying development is that increasing numbers of massively multiplayer games have signed up to provide in-game promotion of real-world products and services. In fact it was a company devoted to MMO product placement, Massive Incorporated, who in March announced it had signed deals with three MMO properties, worryingly all of them science fiction MMOs; MindArk's *Project Entropia*, Acclaim's *Bots* and NCSoft's *Auto Assault*. Could EVE Online be next?

CCP CEO Hilmar V. Pétursson admits he's been contacted by most of the companies who aim to provide in-game advertising, but he has not been swayed by any argument of how real-world advertising could work in a game like EVE. After all, EVE is set thousands of years into the future, far away from Earth. It would be doubtful if any current brands would survive such a prolonged exodus. EVE lore barely remembers the name of the planet the human race originated from. That they may remember the cool, refreshing taste of a certain carbonated vegetable-extract drink would be something of an immersion-breaker to say the least. That said, Quafe does have a vaguely familiar logo...

"I suppose there is one way to make this work," says Hilmar, "which is to have futurized brand ads. Current product's ads wouldn't work in EVE, but it isn't that far fetched that some current-world brands might still be alive in EVE after all this time, so long as different products and their logos were changed to suit the universe."

Hilmar is quick to point out, though, that in-EVE billboards

advertising Ford Inquisitors and Pepsitroid are a long way from ever happening, if at all. Readers should bear in mind that CCP won't even allow E-ON to advertise in-game – and you won't ever find a more EVE-suitable real-world product than this fine magazine.

"It remains to be seen whether advertisers would even allow their logos to be changed to suit one particular game," says Hilmar. "In any case, currently we are way too busy with all the other stuff to think too much about these matters."

"There is next to 0% possibility this will ever happen in EVE," adds Magnus Bergsson, CCP's Chief Marketing Officer. "It's more important to give space that allows corps to advertise. A feature that's been on our want-to-do list for some time... which clashes heavily with our don't-have-time list."

Good news, for those against real-world product placement in EVE. However, how many of you would balk at the suggestion of real-world advertising if EVE was made free as a result? Funcom's sci-fi MMORPG *Anarchy Online* has been taking advantage of in-game advertising for more than a year, with billboards promoting such blatantly Earth-bound products as Sprite and Intel processors. If you can stand the ads in Rubi-Ka, you can play AO for free. If you subscribe, the ads disappear. We're not suggesting for one moment that CCP is considering such a scheme – indeed when a game offers free play, it's widely regarded to be close to breathing its last (which EVE certainly isn't) – but it's something to think about. What's more important to you; your \$15, or EVE's integrity?



Real-world advertising in EVE is likely to fall into the love-it or hate-it camp. You can, however, rest assured that it won't be happening for a long time, if ever



SMIFFA'S SHIPS

» THEY LOOK GOOD ON PAPER

Inspired by the pictures of the Brutix model that was awarded at last year's Fanfest (E-ON #001, p11), and a little frustrated that the production model had yet to hit the shelves of his local EVE Ships 'R' US, EVE player Paul Smith (aka Smiffa) set about recreating EVE's ships out of paper, starting with a Rifter Frigate and complimenting it recently with a Heron.

"I'd seen paper models available of the *Homeworld* ships and it got me thinking about doing the same for the EVE models," he says. "I've been a mechanical engineer at one point, and I've always wanted to see something constructed for real that was previously a bunch of vertices and surfaces on a monitor. To be able to handle a ship from the game with my own hands is pretty exciting for me."

Both models are undoubtedly impressive, both using model textures taken straight from the game. Permission was required from CCP and was promptly granted, then Paul started working on the plans in CorelDraw.

"Once I've decided how to break the model down, the next step is to start measuring the lengths of the part of the ship I'm creating. A bit of geometry and technical drawing wizardry involving arcs and lines



Take one Frigate image, model it in paper to check the fit and dimensions, paint it 'electronically' using renders from EVE, cut out the bits and reassemble, *et voila*, a paper Frigate to hang from your bedroom ceiling...



OFFICIAL EVE ONLINE CHARTS

TOP 10 MOST DANGEROUS SYSTEMS

(by total registered ship kills over last three months)

SYSTEM	REGION
Oursulaert	Essence
Kisogo	The Forge
Vecamia	Genesis
Ammold	Heimatar
Torinos	Lonetrek
Jifa	The Forge
Egghelede	Sinq Laison
Rens	Heimatar
Aunenon	Lonetrek
Amamake	Heimatar

TOP 10 BUSIEST SYSTEMS

(By number of warpgate activations over past three months)

SYSTEM	REGION
Jifa	The Forge
Renyn	Essence
Sobaseki	Lonetrek
Algogille	Essence
Oursulaert	Essence
Rens	Heimatar
Ashab	Domain
Urien	The Forge
Amarr	Domain
Isanamo	Lonetrek

TOP 10 COMBAT CORPORATIONS

(Corp 'combat' skillpoints / No. of members. Corp size >=25)

Finite Horizon
Body Count Inc.
Celestial Apocalypse
The Corporation
North Star Networks
KIA Corp
Rage and Terror
Arcane Technologies
Sharks With Fickin' Laser Beams
Contraband Inc.

TOP 10 MOST POPULAR FRIGATES

#1 Kestrel



#2 Rifter



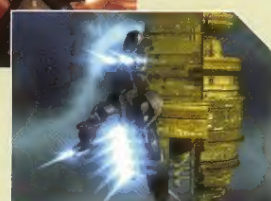
#3 Banham



#4 Condor



#5 Merlin



#6 Imicus

WARP DRIVE ACTIVE

E-ON EDITION [C] M.LASTUCKA

BLOOD PATCH ISSUE #314:
IMPROVED DRONE A.I. LEADS TO THE FIRST, BAD, ATTEMPT
AT ROGUE DRONE HUMOR.



in an illustration application and I have some rough flat patterns to go by. Then I'll add the tabs and print out the white parts for assembly testing. Finally, once I'm happy with the assembly of the 'white' prototype, I'll use the official CCP textures, along with reference shots I've taken in-game to 'paint' the model. I'll print the model out again, in decent quality and assemble it again, taking pictures along the way to post on the forums for all to see."

Paul's second recreation, a Heron Frigate, stands at 16in. He plans next to create a couple of Battleships, possibly Amarr or Gallente, which he admits will be difficult.

"Being organic and curvy," he says, "these shapes can be hard to get right, although with some approximation and artistic license, I should be able to make them look realistic. Again, I think it's just a case of approaching the subject of the model in the right manner and thinking about the parts, how they're constructed and assembled to each other."

Paul thinks it would be great to produce a Battleship to the same scale as the Frigates he's completed. "It would mean a Battleship would run to several feet in length! And as for a Titan, well, I'd have to build one of those out in the back garden..."

Paul obviously has quite a sizable garden. If a giant paper mushroom is reported in your local area...

FANFEST '06

Plans are being drawn up for this year's fanfest, which is again likely to be set in the Icelandic capital but will be a month later in November. Last October's event clashed with the concurrent Iceland Airwaves music festival, which had the unfortunate side-effect of increasing travel and hotel costs. Keep an eye on the EVE website for news.



NOVEL OFFICIAL

It's official: Tony Gonzales is working on a full-length novel based in the EVE universe but, unlike his previous literary efforts, it won't require a PC to access it. In other words CCP is looking to have the finished book published either as a hardback or softback novel. Tony's previous novellas, *Theodicy*, *Ruthless* and *Forsaken Ruins* can be found at www.eve-online.com/background/stories.

AWARDS SWEEP

EVE Online swept the board at the MMORPG.com Reader's Choice Awards, scooping top honours for Best Graphics, Favourite Company, Best PvP and Best Game. More than 30,000 votes were cast for the awards, which were announced back in January. (Just because it's old news doesn't make it any less impressive.)



#7 Probe



#8 Executioner



#9 Tristan



#10 Punisher

IN BRIEF

THE GATHERING 2006 BEER AND GLOATING IN LAS VEGAS

100 FANS AND SIX DEVS GO MAD IN SIN CITY

Report by EVE Radio's Urban Mongral

BlackHole Bob is a man who makes a big impression. He talks at 100 miles an hour and seems to think even quicker. He's had less than two hours sleep in the week before The Gathering, yet on its eve he appears filled with boundless energy and enthusiasm. He afforded me a tour of the Rainbow Bar and Grill, the venue for the Gathering, and it was breathtaking. The place is pure rock and roll, covered floor to ceiling with (genuine!) signed gold discs, memorabilia and two of the coolest motorbikes I have ever seen in my life. BlackHole Bob told me that Godsmack had hired the venue for its new album's launch party the previous week and they really made the right choice. In a town where nothing is real, the Rainbow is the genuine article.

Also setting up at the club was Bob's partner in crime in this venture, Acix Reborn from EVE News Network (<http://www.eve-nn.com/>). While Bob is constantly running around in a blur of hyperactivity, Acix is much calmer and chilled out. His knowledge of the technical side of audio and internet radio is fantastic, which was useful as we had a three-hour live show to host the next day.

FIRST NIGHT

The three of us spent the day getting everything sorted at the club for the event, and soon the players started arriving for the meet and greet on the first evening. For me this is always a highlight of any EVE gathering. I love drinking beers and swapping stories with the people who would normally be my moral enemies on Tranquillity and, although I knew less people than usual due to the time differences, it was fantastic fun. Special mention must go out to Canada Jebus and pringprang, two cool guys from British Columbia in Canada who drove for



Active Alli, TomB, Oveur and kieron prove that beer really does make the (EVE) world go round

29 hours straight to get to the gathering. Ryushe from JuBa Corp flew in from the Netherlands – a journey which took just as long. Meanwhile another Dutchman, Vapor from Eye Of God, came all the way from Costa Rica. It was a joy to see how many people took long journeys to get to the event.

Although all the Devs from Iceland had not arrived yet, CCP was well represented with kieron and Macayle who had a shorter distance to travel and had arrived and again proved themselves to be the nicest people in the world. I've talked to kieron on IRC many times and interviewed him on TeamSpeak for EVE Radio, but this was the first time I had met the man in real life. Both he and Macayle were helping BlackHole Bob check all the players into the party and handing out the rather groovy welcome packs. Also joining us was the beautiful Melissa, wearing the costume of a Minmatar serving wench; she flirted with the guests and posed for photographs all night.

Getting towards the end of the night my partner in crime from EVE Radio arrived at the gathering. DJ Xod has not been with ER all that long but it's always great to meet fellow DJs. As the desert sky darkened and turned into night we were kept amused by Seleene's inexcusable supply of stories and anecdotes, we drank our beers and felt good about being EVE players. After the party we headed off for (another) sleepless night at the Texas Hold'em tables.

ON THE MIC

Eight hours later it was time for the EVE Gathering proper to kick off. Xod and I jumped into a cab to the Rainbow Bar and Grill and were greeted by the news that the workmen digging up the street behind the club had managed to break a gas main. Personally I wasn't concerned with this, as explosive fiery death is a depressingly common occurrence in my EVE life. It seemed that none of the early arrivals amongst the EVE players were that worried either.

Acix Reborn had provided a broadcast computer and a seriously





sexy audio mixer which we used to hook up to the EVE radio servers in Europe. As with all live events, there were a few technical snags to sort out but between Acix and DJ Xod and, despite a bit of hindrance from yours truly, everything was sorted and we were ready to go live on EVE Radio at the appointed time.

BlackHole Bob got on the mic and gave a speech thanking everyone for coming before he introduced the Devs, who came on stage to rapturous applause. First up was Active Alli, CCP's chief website guru – clearly enjoying himself and grinning the whole time. Next to him, looking far too cool to be in a room full of computer geeks, sat TomB, CCP's new Lead Game Designer (following Kjartan's move to China).

In the middle of the table, and clearly the master of ceremonies, sat Senior Producer, Oveur, who yet again demonstrated his amazing drinking prowess. Starting at 8 o'clock in the morning, he knocked back beer after beer with gusto.

Next to Oveur, trying rather unsuccessfully to impose some sort of decorum on the Icelanders, was community manager kieron. Finally, at the end of the table sat the relative newcomer to the Dev team, Le Monde. He was still carrying the huge stack of casino chips he had won on the poker tables of the Luxor the previous evening.

The Dev Q&A session was, people tell me, an amazing success. I was too busy running around the audience with the radio microphone getting the questions from the players to catch much of it. Still, the feedback we got during and afterwards was universally positive. If you wish to hear the Q&A you can hear it via the E-NN archives at www.eve-ann.com. Also check out <http://lasvegas.eve-radio.com>.

NIGHTY NIGHT

There then followed a three-hour break while the club was prepared for the evening. After helping pack the equipment and clean up, Xod and myself headed over the road to the Hard Rock Café Casino. Thanks to our incredibly tight copy deadline I was stuck in a corner with the laptop trying to write this article whilst DJ Xod quickly won and lost \$150 on the slot machines. Pretty soon it was time to head back to the Rainbow for the after-show party.

➡ THANKS TO ALL THE PLAYERS FROM ALL OVER THE WORLD WHO CAME AND MADE IT SUCH A GREAT EVENT

Now I consider myself a connoisseur of gin and tonic (the finest drink in the whole of creation). It is a drink which seems too simple for somebody to screw up but, believe me, a decent G&T is hard to find. The bar staff at the Rainbow, however, provided me with many glasses of a sublime combination of Bombay Sapphire and T during the after-show party and thus forever won a place in my heart. The downside was that the party itself became blurrier and blurrier. Oveur and kieron soon got cornered by players and clearly thoroughly enjoyed talking to them all. It was a fantastic end to a wonderful couple of days.

EPILOGUE

As I write this, having just landed at Heathrow, I am still buzzing at just how wonderful the EVE Gathering was. I must thank (in no particular order) BlackHole Bob, Acix Reborn, kieron, Macavle, Oveur, TomB, LeMonde, Active Alli, Melissa and Lacy (the beautiful ladies of EVE), Wow Vegas (the photographer), Wayne Ricker, everyone at ProCore productions and the staff and management of the Rainbow Bar and Grill

But, most importantly, thanks to all the players from all over the world who came and made it such a great event. BlackHole Bob tells me that he is already planning the 2007 party and he promises it will be even bigger and even better! I'm going to make damn sure I'm going to be there, even if I have to swim across the Atlantic to make it!



COMPETITION



BUILD A SHIP AND WIN AN EXCLUSIVE E-ON PRINT

Many of you will already be familiar with the impressive collection of EVE ships that have been built out of Lego. We'd rather not risk the wrath of the forum moderators by inspiring someone to resurrect the relevant thread that hosted all the images (a choice word into <http://search.eve-online.com> might be of help), but we thought the idea a sound one worth exploring for this issue's competition.

Basically what we're after are pictures of your favourite EVE ships made out of whatever material you might have to hand. You are free to use any construction method you like, be it using Lego, K'NEX, Meccano, Magneatos, tropical fruit, ear wax or roadkill. All that we require as evidence of your efforts is a picture attached to an email. It doesn't have to be 3D, it can be a picture drawn with jumbo crayons, it could even be a pizza depicting an EVE-like scene using a configuration of sweetcorn, reconstituted beef pieces, olives and mushrooms. So long as the final image looks vaguely EVE-like and has been constructed with something found here on planet Earth, it has a chance of winning. We must warn you however that photographs of bananas representing certain Amarr ships will be submitted in their thousands, so you may like to think of something else – unless you manage to acquire a particularly suitable banana...

THE PRIZE

Winners will receive a high quality gloss print of the group battleship image from last issue's Testflight (p44). Featuring models re-created by John Augar and Willem Van Biljon, the picture is sure to qualify as a real collector item as only 10 copies will ever be printed. The image is 420mm x 594mm, printed on 170gsm premium paper and gloss laminated for long-lasting protection. The 10 winners will also receive a year's subscription to E-ON. If a winner is already a subscriber, that subscription will simply be extended.

The rules: the competition is open to everyone and there are no limits on how many times you can enter. Please email your entries to winposter@mmpublishing.com. Please makes sure your images are attached to your emails and try to keep the filesize below 1MB. Entries must reach us before 16th June 2006. All entries will be judged by us. Winners will be notified via email by 23rd June 2006. Now, where did I put that 2, assine?



Get more
you could
just 10 large-format prints
of this Battleship image.
Without the corner cut off...

PRIVATE CHAT...



» Joshua Foiritain puts down his sextant long enough to talk stellar cartography

So how did you come to be EVE's semi-official politico-uranographer?

When the previous mapmaker quit (Righteous Fury), a contest was organized where people could submit a prototype version of their map. The players then voted as to which map they liked best.

How much work is involved?

If there are a lot of different stories to check then it'll take a few hours a week, if nothing much has happened or the wars that have taken place are pretty obvious then I usually fit most of the changes into a couple of hours.

Having to work in 2D must be limiting. How accurate is the map and how often is it updated?

There are a few regions in the East (Wicked Creek, Insmother, Scalding Pass) that overlap each other – this can be somewhat annoying when trying to draw the correct claims on them. Overall 2D isn't too much of an issue as the rest of the regions are fairly well separated. I try to update the map once every two weeks, mainly because I wanted a timeframe in which updating wouldn't take me a huge amount of time. This also allows me to separate long-term wars from those that last less than two weeks and thus aren't really worth marking on the map.

What could CCP do code-wise that would make your job easier?

Allow people to claim systems with NPC sovereignty. One of the hard parts of working with regions like Syndicate, Curse or Stain is not being able to see how many POSes have been deployed/removed/killed. Station ownership also doesn't seem to show up all that accurately, which leads to mistakes at times.

Do you foresee a day when EVE is fully at peace and the entire map is, say, pink?

Highly unlikely. It's possible we'll eventually see EVE ruled by three or four alliances who operate like BOB does, as their type of alliance seems to enjoy an upper hand compared to the older alliance styles. There will never be peace though; people enjoy backstabbing each other too much for that.

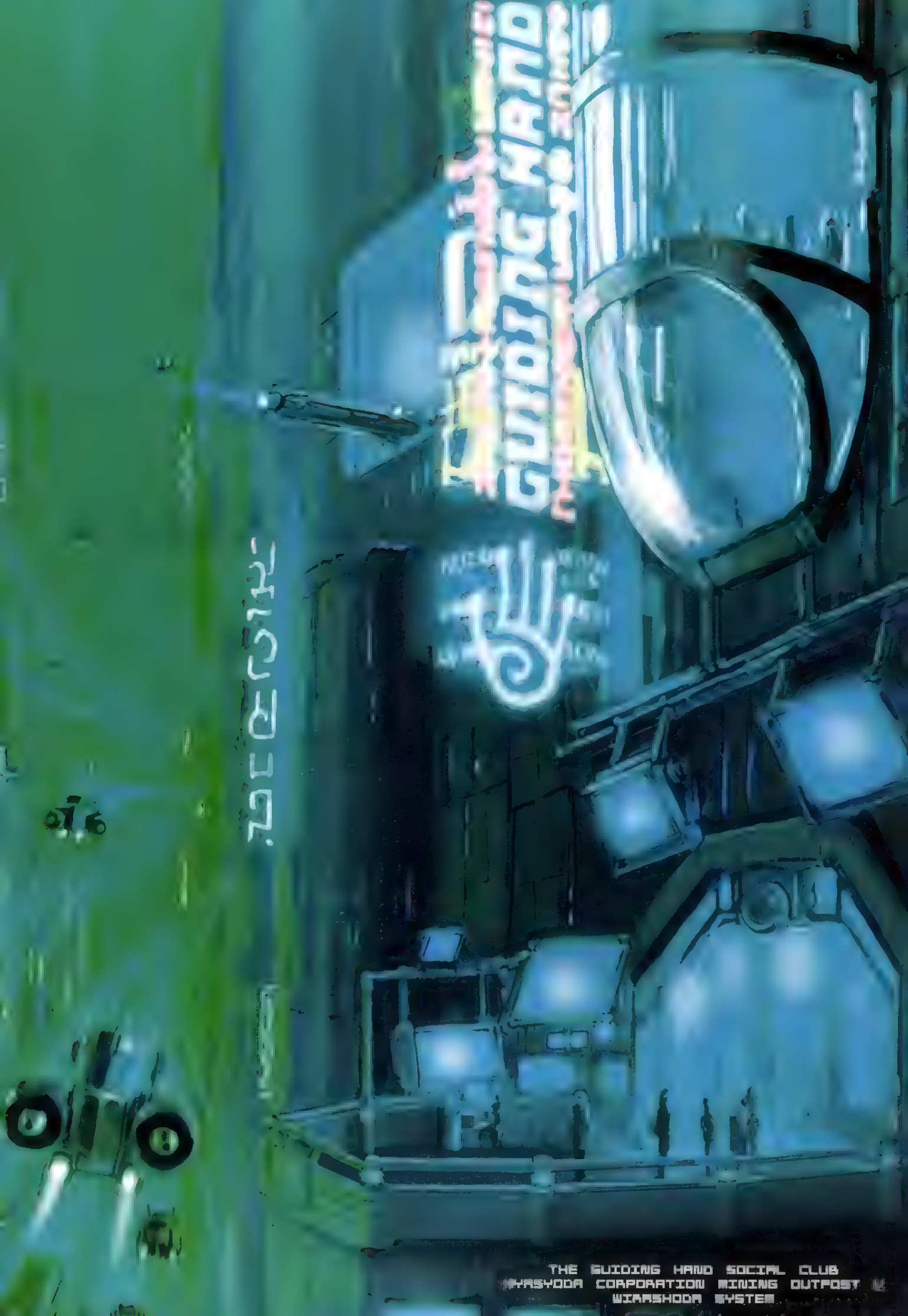
Do people get heated over perceived map inaccuracies?

All the time. Since I can't visit all corners of the universe I often rely on witness reports, then compare these to what their enemies claim happened and eventually try and find the truth somewhere in the middle. After a while you become familiar with who you should or should not listen to when it comes to requested changes. Obviously there are always people unhappy with certain changes made to the map, but I haven't had any serious complaints yet and the moderator squad seems happy so far.

When it's time to find a successor, will there be an elaborate ceremony where the new guardian has to swear an oath to uphold the integrity of the map, for ever and ever, amen?

I assume a contest would be organized again where people can submit their designs and then the players can vote on whatever map they like best. The ceremony will most likely consist of being flamed by hordes of angry alts.

Joshua is EVE's current guardian of the sacred Territorial Alliance map (www.eve-files.com/media/corp/CRII/Latest.jpg)



THE GUIDING HAND
WASHODA CORPORATION
MINING OUTPOST
WASHODA SYSTEM

WASHODA CORPORATION
MINING OUTPOST
WASHODA SYSTEM

WASHODA CORPORATION
MINING OUTPOST
WASHODA SYSTEM

WASHODA CORPORATION
MINING OUTPOST
WASHODA SYSTEM

THE GUIDING HAND SOCIAL CLUB
WASHODA CORPORATION MINING OUTPOST
WASHODA SYSTEM

>>> 5P-AIP (FEYTHABOLIS)

POSTCARDS FROM THE EDGE

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THERE ARE THOSE WHO SEEK
FAME, POWER AND WEALTH.
THOSE WHO LEAD AND THOSE
WHO SERVE. THOSE WHO WORK
ALONE OR WITH THE BENEFIT
OF OTHERS. YET ALL ARE
BOUND TO THE LEGACY OF THE
MANY, IN ACCIDENT AND PLAN,
TO THE MISTRESS THAT IS EVE

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A POSTCARD FOR
CONSIDERATION IN A FUTURE
EDITION OF *E-ON*, PLEASE
VISIT WWW.EVE-FILES.COM.
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FOLLOW INSTRUCTIONS

Patrolling the asteroid belts,
Commander Fortior of STK
Scientific had been alerted that a
group of Angel Cartel pilots was
planning a raid on the Ascendant
Frontier Outpost. Taking it upon
himself to put an early stop to the
raid, he warps in with his Raven
and successfully engages the
Angel pilots.

>>> 9-980U (TENERIFIS)

A cynosural field is activated near
the recently captured Lethal
outpost that holds claim to this frontier
system. From the maelstrom an Archon-
class ship emerges after a live combat
exercise in readiness to defend the
alliance's foothold in Tenerifis

SCREENGRAB:
AZJRIEU TALLOTH

>>> YOUL (DOMAIN)



SCREENGRAB: BURCHOV

After receiving an urgent message from the Amarr Navy about a pirate convoy, this Prophecy pilot quickly sets out to engage it. Not interested in the cargo, who they are, or what their business might be this deep in Amarr space, she proceeds to take down the two remaining transport ships.

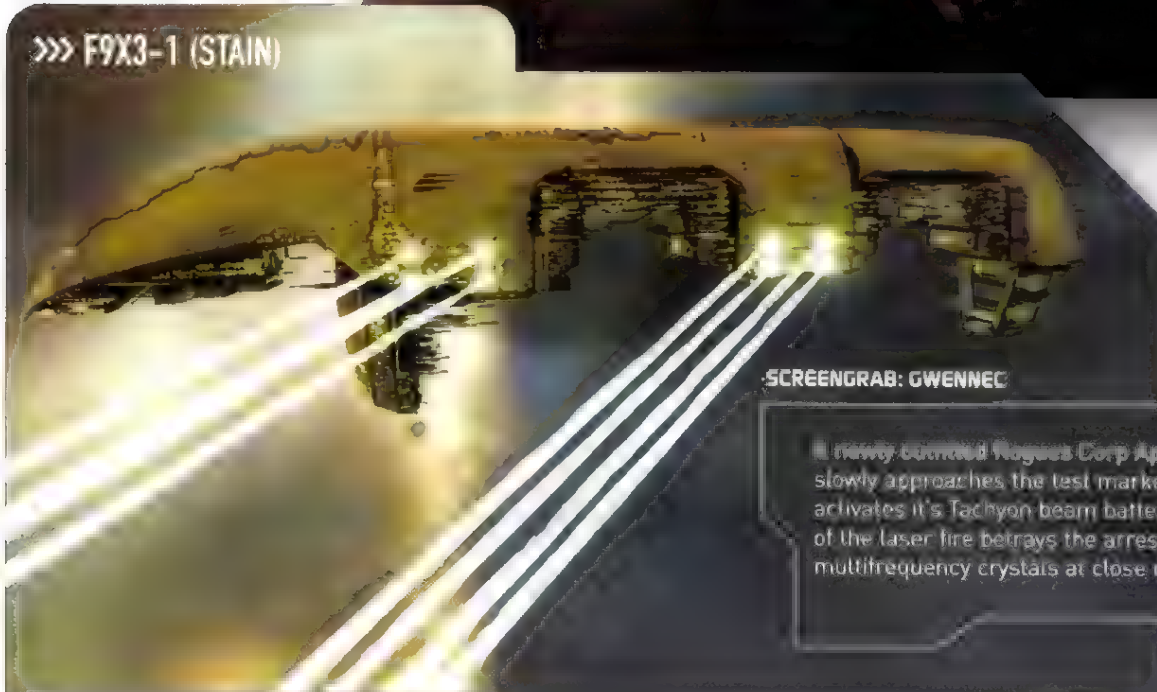
>>> NOURVUKAIKEN (LONETEK)



SCREENGRAB: HALUNOTO VANKALEN

Outgunned but not outnumbered, this Federal Navy scout will have to rely on the technical skills of his wingmen if they are to try and repeal the imminent attacks of an arriving Ferox battlecruiser making an unauthorized foray into State territory.

>>> F9X3-1 (STAIN)



SCREENGRAB: GWENNEC

A newly-entrained Rogues Corp Apocalypse slowly approaches the test marker as it activates it's Tachyon beam battery; the colour of the laser fire betrays the arresting power of multifrequency crystals at close range.

MARÍA GUÐMUNDSDÓTTIR

CCP STARTDATE: June 2002

POSITION: Game Designer

AKA: 'Masha'

AMONGST ALL THE SLUGS AND SNAILS THAT OCCUPY THE CCP GAME FOUNDRY LURKS AN OASIS OF SUGAR AND SPICE CALLED MARIA. SHE IS THE SOON-TO-BE GUARDIAN OF THE EVE BOOK OF KNOWLEDGE AND SHE WILL DRINK YOU UNDER THE TABLE SHOULD YOU CHALLENGE HER AUTHORITY. YOU HAVE BEEN WARNED

What were you doing before CCP snapped you into its loving arms?

I was studying Computer Science at university. I was the Lead Nerd Party Organizer there and naturally arranged a field (beer) trip to CCP. Well, after that there was no turning back. When I started I came straight into a crunch period, where the goal was to release EVE in October the same year.

What was it like working on EVE prior to release, compared to CCP as an organisation today?

I wouldn't say that the atmosphere was much different as our goal is still world domination. Of course the pressure was much more and working 16 to 24 hours a day was normal. The company itself was smaller then but the energy and the enthusiasm were unscalable. That is one of the reasons EVE never fades.

What are you responsible for at CCP?

I am responsible for the New Player Experience (NPE) alongside a very experienced Game Designer, Rúnar Thórarinnsson (E-ON #002, p18). I will also be working on the birth of the EVE Encyclopaedia.

Is this the Wiki-style encyclopaedia that's 'In Development'?

Yes, part of it is the EVE-style Wiki. Although it will be based on the Wiki concept, everything will be designed and developed by CCP. The idea is to have a knowledgebase for EVE players, where they can contribute and collaborate. We will administrate it as little as possible and let it evolve to be completely player controlled. The whole Encyclopaedia will also include the tutorials, the player guide and tool tips to help the player receive information more easily. These parts of the Encyclopaedia will mostly be handled by CCP and ISD. When will it be available? That all depends on when the database for it will be ready. So my next task is to sit in the programmer's lap to see this through... luckily he is also my boyfriend.

...moving swiftly on, what else do you get up to on a day-to-day basis?

That depends on the release date of the next patch. Since Red Moon Rising I have mostly been working on writing designs and reading and commenting on those of others. As the patch release date grows near, we start pestering the programmers to implement our features, then add the new content and finally make everything ready for testing.

How do you rate EVE, in relation to how it treats newcomers?

I would rate it well above average. After the NPE the player knows the basic function of the game but not the dynamics of it. So we still need to introduce the vast area of game play to new players and give them something else to do other than just training learning skills for the first month. Many ideas we are implementing now came from suggestions made by the players themselves during the 2005 Fanfest.

Prior to the NPE, you were working in quality assurance (QA). What did that involve?

Playing EVE. I know it is every EVE players dream job to get paid for that, but of course there is more to it than sitting down and just playing. On a very buggy day, you really don't want to be doing the same mission 42 times. What I loved about it though was the espionage involved; the triumph of exposing a traitorous piece of code.

QA seems a thankless task. Is it?

No, I don't think so, at least not between co-workers. Players are really thankful when a good/bugfree patch is released and we can take some of the credit when that happens.

How important are bug-reports and player input to the testing process?

To put it plainly, we wouldn't get much done without them. Few people in the testing department can produce the lag that happens in a fleet battle on a Sunday night. The EVE universe is constantly growing so it's getting more crucial to mirror the state of Tranquility before the release of a big patch. That is only possible if we get the masses to log on to SISI. Also, regarding the New Player Experience, after we released it, almost every change was built from players experience and their input.

You must've dealt with some interesting bugs in your time. Care to give us any examples of code-blindness on the part of your colleagues?

Sorry, can't remember anything at the moment... bad memory. It must be a girl thing...

How does it feel to be an oasis of oestrogen in a raging desert of testosterone?

Apart from the fact that I've grown a penis while working here :) ? Well, having a pair of the few non-cyber-boobies around undoubtedly makes you a centre of attention, and isn't that every girls dream?

With men like Oveur about, perhaps not. :)

Yes it is hard to keep up with energy bulls like Oveur. But believe it or not, there is one thing he can't beat me in - vodka drinking. That is something you can only learn by living in Russia and one of the things I treasure most from my stay there, especially since I've started working in hairy-chested CCP.

So what's next for the NPE? What are you working on right this moment (aside from answering questions)?

At the moment I am working on career and race-related COSMOS constellations. We want to put the background story more into the game and also make more distinct career paths. They will be optional for the new player straight after the tutorial. Rúnar is working on redesigning the character creation and adding more individual tutorials. Between us we have much to do and a lot to look forward to. Also, the EVE Encyclopaedia is a big task but we're well into it now. ☺



AND WHEN YOU'RE NOT WORKING..?

Favourite music?

That really depends on my mood. Nick Cave when I want to relax. Moloko when I'm opening my first beer on a Friday night. Chemical Brothers after the first vodka shot. Jango when I'm dancing with my boyfriend. Traditional African music when I am dancing with myself in the mirror. Tom Waits on a Saturday morning. But the groove is always in the heart.

Favourite films?

Come and See (let I smoti). Well it was also the atmosphere I saw it in... 40 sets cinema with Russian propaganda posters around and no subtitles. I have also watched *So I married an Axe Murderer* 20 times or so.

Favourite artists?

Artist is such an open-ended word that I could list all my co-workers here easily and with pride. Although if I have to name someone, Charlie Chaplin would be one of my favourites. The painter Chagall is also high on my list.

Favourite books?

Master and Margarita by Bulgakov. I also can't stop reading books by Kundera. Once I start, they are just too sexy.

Favourite computer/video games?

EVE Online was the first MMOG, (MMORPG.) I played so I will have to list it high above other games. And to go to the other end Pac-Man would be the best, as it was the first time I interacted with a TV screen.



I WANT TO BELIEVE

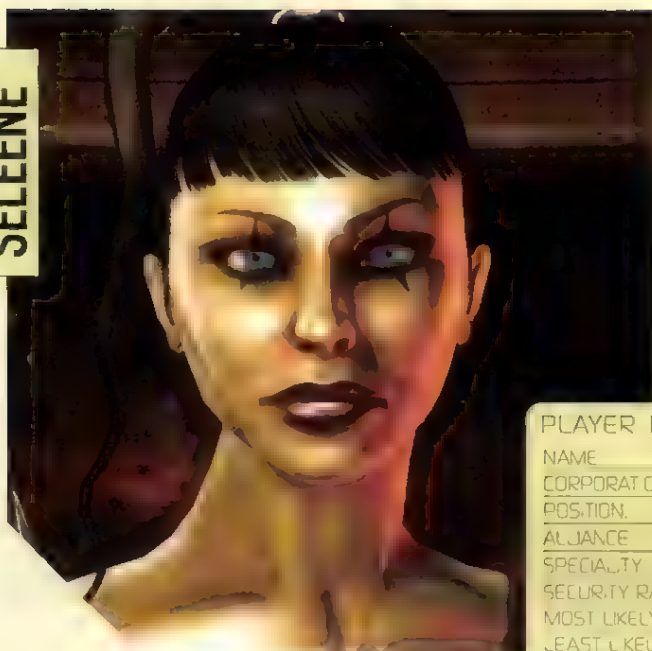


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OUR **REALITY**
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SELEENE



PLAYER PROFILE

NAME	Seleene
CORPORATION	Body Count Inc (BCI)
POSITION	CEO, 'The Bitch in Charge'
ALLIANCE	Mercenary Coalition (MC)
SPECIALTY	Fleet Command, Administration, Public Relations
SECURITY RATING	-1.8
MOST LIKELY TO SAY	"This isn't going to be cheap..."
LEAST LIKELY TO SAY	"This job is too big for us."



☞ Killing with style is better than just killing: "Assassination," muses the deadly and respected CEO of the Body Count Inc corporation, "is more about attitude and presentation than just plain shooting." No contract undertaken, she insists, has ever failed. "Failure is simply not acceptable."

Body Count labels itself as the first 'truly dedicated' mercenary corp. It also holds a founding seat in the Mercenary Coalition, an alliance of guns-for-hire whose dedication is said to be unmatched by any other like-minded organisation in the universe.

Contract killing is a hazardous line of work, but it has earned Seleene and her allies huge amounts of respect from clients and victims alike. And huge profits, too.

"The aim was, and always has been, to satisfy the client," Seleene says. "We gain as much satisfaction from getting paid for our work as we do from hearing praise from an employer."

She is Minmatar born, but was raised in a Caldari foster home. When she came of age she moved to, and eventually became a citizen of, the Gailente Federation. Her illustrious career began with the simple desire for 'something more'.

Seleene says: "The corp was originally started so I and a few friends could let off steam. However, almost immediately after starting the corp, I applied for and was accepted into the infamous Space Invaders corporation. I spent the next four months there flying alongside such legends as Viceroy and DrunkenMaster."

But eventually, as that corporation began to break apart, Seleene realised that simple piracy lacked the kind of focus and discipline she craved.

"So I went back to the empty shell of Body Count Inc determined to start something new – a true mercenary corp that focused on honour, integrity and client satisfaction."

BODY BUILDING

BDCI quickly landed two contracts that helped it firmly establish its reputation of reliability. But it was the corp's third contract – against Celestial Horizon (CLS) – that really put it on the map.

"It was, and still is, the largest corp in EVE and we did a very good job against them," beams Seleene.

That contract raged for nearly four weeks across Empire space until CLS elected a new leader who was willing to negotiate a settlement that the client approved of. The Mercenary Coalition was formed shortly afterwards when Seleene's corp was offered a job against Everlasting Vendetta.

"That contract was a big success," she remembers with a smile. "We enlisted the help of a small freelance corp called Sharks with Frickin' Laser Beams. They were a very aggressive and fun bunch of pilots who liked the idea of getting paid to cause a little mayhem. Over the next two weeks we completely disrupted Everlasting Vendetta's operations and from that point on, BDCI and FRICK, despite our radical internal differences, were inseparable."

A HEAD FOR BUSINESS

The MC alliance has since grown further to include The Corporation and North Star Networks, offering services to those in need – with the right level of ISK. Its primary objective, it says, is 'to achieve your goals'.

"We do our best to remain true to our ideals and our clients," Seleene says. "So long as the customer is satisfied, respect comes from others for a job well done."

Such is the respect gained that even victims, upon re-awakening in their clone chambers, have been left in awe. So much so that several clients have in fact been former targets.

And, backed by a huge industrial operation, profit levels have soared.

"From the very beginning we invested

☞ Such is the respect gained that even victims, upon re-awakening in their clone chambers, have been left in awe. So much so that several clients have in fact been former targets



Looking for mercenary help? BDCI is a good starting point. They kill with style and attitude

wisely in terms of the Tech 2 market, and today hold stock in and help manage some of the most profitable corps and conglomerates in EVE. Our industrial ties net us billions in profit every week. This means that we can afford to offer clients excellent rates and they get nothing but the best in terms of hardware and pilots to achieve their goals. Anyone with the right amount of money and an interesting target will get our attention."

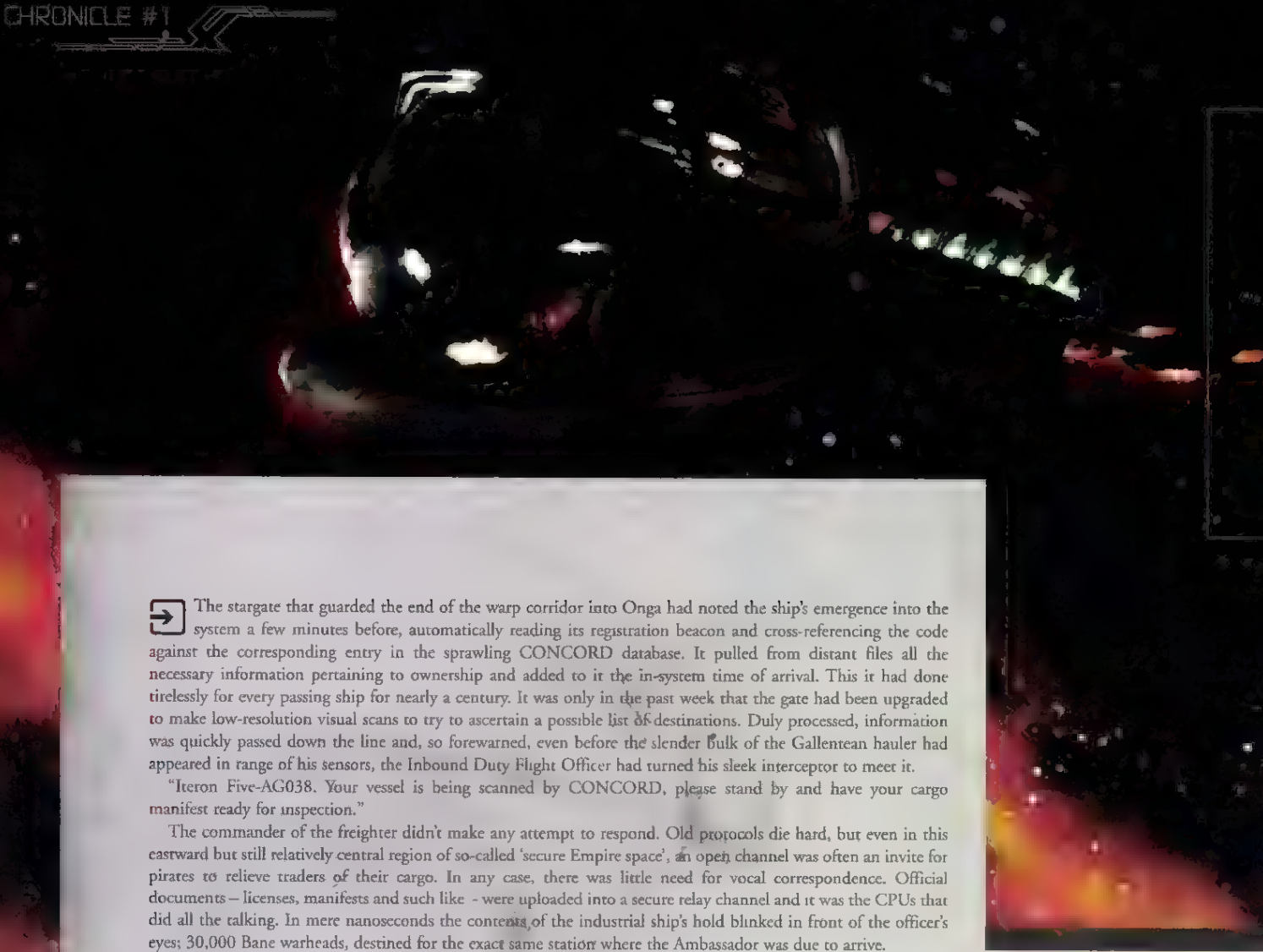
SATISFACTION

Seleene notes a contract against Force of Evil as an 'epic' high point in the history of the alliance, which featured weeks of non-stop warfare against a fearless enemy. More recently, a contract against the Veritas Immortalis alliance yielded some of its biggest head-to-head battles.

"There is no one else in EVE that can offer you the potential for destruction, the professionalism and the desire to serve your needs," she insists. "We are the best at what we do on every level."

Breathlessly she continues: "We will continue to improve upon and expand our military capability to be on par with alliances several times our size... We will continue to recruit the best and the brightest pilots in EVE to ensure client satisfaction. Nothing else matters more..."

Attitude and presentation. ☞



➡ The stargate that guarded the end of the warp corridor into Onga had noted the ship's emergence into the system a few minutes before, automatically reading its registration beacon and cross-referencing the code against the corresponding entry in the sprawling CONCORD database. It pulled from distant files all the necessary information pertaining to ownership and added to it the in-system time of arrival. This it had done tirelessly for every passing ship for nearly a century. It was only in the past week that the gate had been upgraded to make low-resolution visual scans to try to ascertain a possible list of destinations. Duly processed, information was quickly passed down the line and, so forewarned, even before the slender bulk of the Gallentean hauler had appeared in range of his sensors, the Inbound Duty Flight Officer had turned his sleek interceptor to meet it.

"Iteron Five-AG038. Your vessel is being scanned by CONCORD, please stand by and have your cargo manifest ready for inspection."

The commander of the freighter didn't make any attempt to respond. Old protocols die hard, but even in this eastward but still relatively central region of so-called 'secure Empire space', an open channel was often an invite for pirates to relieve traders of their cargo. In any case, there was little need for vocal correspondence. Official documents—licenses, manifests and such like—were uploaded into a secure relay channel and it was the CPUs that did all the talking. In mere nanoseconds the contents of the industrial ship's hold blinked in front of the officer's eyes; 30,000 Bane warheads, destined for the exact same station where the Ambassador was due to arrive.

"AG038, please halt at the next marker and stand by for further instructions."

The young officer, face bathed in the iridescent green of his pod's lighting, willed more information into his vision, forcing his camera drones to wheel around and flick back against their heading so they could oblige him with a more thorough visual scan of the industrial ship's exterior. There was no evidence of there being any kind of weaponry; no mounts, no launcher tubes. His scanner completed its cycle and winked a confirmation across the settling scanlines of the capsule fluid. This report was more thorough. He studied the engine signature and saw no hidden microwarpdrives or afterburners, nothing to suggest the ship had any intention of making anything other than a very slow getaway. Nevertheless, he knew from past experience that it paid to be cautious, especially given the circumstances. He patched into the station defences and queued one of the sentry guns to target the now stationary ship. His internal speaker crackled to life.

"May I ask what the delay is?" The voice was from the captain of the hauler. His tone appeared more resigned than irritated.

"Standard procedure captain. Please stand by."

As his ship arched between the hauler and the station to make another pass, he saw a distant sentry platform fire its manoeuvring thrusters, its single-beam turret swinging around to track the vessel. A waiting committee of barges

and pleasure yachts had gathered below the exit maw and seemed to jostle for position like children queuing to join a fairground ride. Off to one side, a cluster of drones waited anxiously to spit their fireworks across the sky. Turning to keep to the close orbit he had set, and as the grey-glass planet tumbled to his left, the officer saw the trail of ships that were beginning to stack up behind, all of which had to be scanned before approaching the station. Two of the ships were already highlighted on his overview as Kahiri Family scouts. The main fleet wouldn't be far behind.

"Officer Ursan, this is Central Traffic Control. Your tag has stopped. Why?"

"Sir. Manifest and cargo scans should be on your screen shortly. This ship has quite a cargo with him, sir" He gave them a few seconds to take in the information. "Call me suspicious, but that's a lot of bullets."

He could hear the chatter of the control room echoing down the line. The system nervously awaited its visitors—the first Amarrian dignitaries to stop off for more than half a decade.

"Hold on, I'll run it past the chief."

A second full scan of the industrial finished its cycle, confirming the results of the first. As he waited for orders, he directed his ship to make a spiralling pass around the stem of the Iteron before whipping past its front. It reminded him of the helm of an old warrior, eyes unreadable behind the visor that was its bridge section.

"Officer Ursan, this is CTC. The ship is not a threat at this time." There was a pause. "The chief says to let it in."

"What?"

"AG038 is registered to a corp called Helios, a holding company for Sarum-Delgeschi. Both are close with Imperial Armaments, who own this station and who, as we all know, are subsidising our wages for this grand operation. So be nice."

"I guess we don't want to piss off the bosses' friends."

"I'll pretend I didn't hear that," he continued. "According to the market logs, the same ship docked here two weeks ago with a similar cargo, over 40,000 warheads, all of which were apparently sold in two days. Looks to me that someone is just looking to get rich."

"But sir, in light of the visit, perhaps we should divert the vessel to another station?"

"Your concern is noted Officer, but these are fully-registered armaments being transported by a legitimate trading vessel to a weapons foundry which happens to be owned by a

PROCESSION

NEW FICTION
BY RICHARD JAMES

corporate ally. I doubt the pilot is even aware of the Ambassador's visit, much less cares."

"Yes sir."

"Let them through and continue down the line. There's quite a queue forming, I suggest you speed it up."

"Husband. You look well."

"As do you, wife," he laughed, immediately sensing her sarcasm. He'd put on weight. She was used to seeing his stern, unmoving features, gauntly lit against the pre-rendered background of the Royal Navy Academy building. It was a portrait created to intimidate the enemies and potential adversaries of the Emperor, not to calm a distant spouse. She, however, looked the same; piercing blue eyes and thin lips, both threatening to smile past the onyx flower-jewels that studded her black veil. He wanted to ask her to remove it, so he could see the olive-white skin that rounded her thin neck, but the nature of the mission meant that orthodox tradition be adhered to. Besides, there were channel administrators listening in.

"You sound different. Ashib."

"You always say that. Is he there? I can't see him." He hadn't spoken to his son in weeks.

"He's playing." She turned away and he almost caught her scent, of juniper and mauve-spice. It had been almost a year since he'd left them both to the mercy of his family back on Mora. Their son came forward. The sound of his laughter was distant at first, becoming shrill and then tempered by clumsy footfalls as he neared the screen from wherever he had been playing. A small head of dark hair bobbed below the camera as the boy climbed onto her lap.

"Father! Father! Look! Look! Your ship." He held aloft a silver model of an Armageddon and shook it, the boy's cheeks puffing with laser fire as he swung it around and over his head. The camera tried unsuccessfully to track the boy's excited actions.

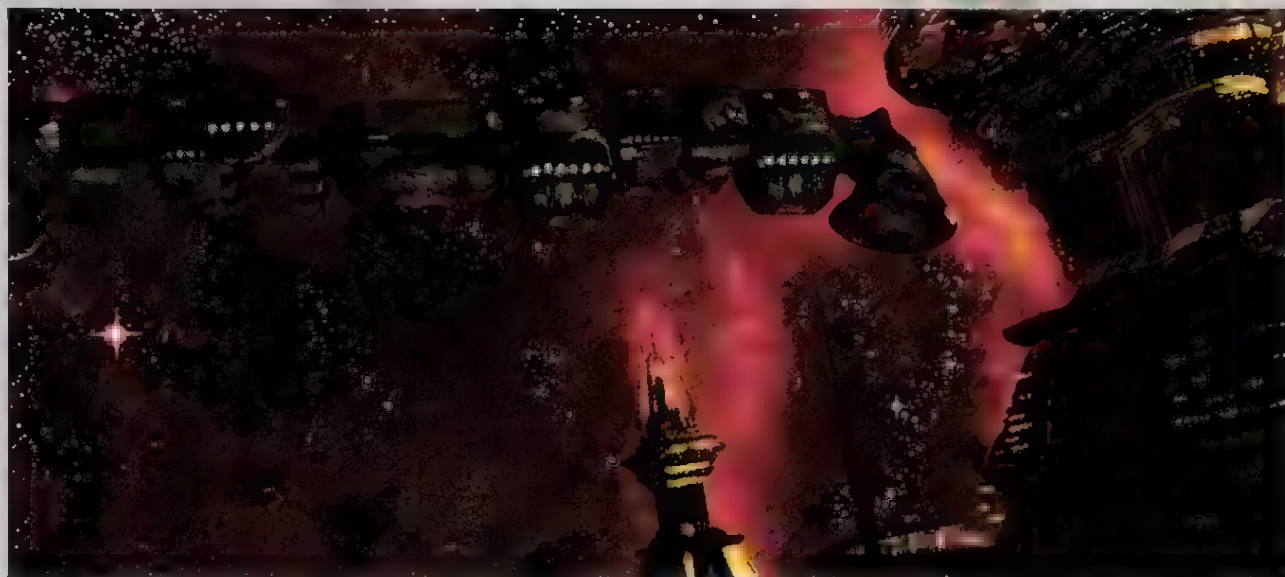
"Did you make it yourself Jeremiah?"

"Uncle helped."

"You'll be a spaceship commander in no time," Ashib laughed after him, as if he were there, making sure he wasn't escaping into a cupboard bursting with confectionery. The boy resumed the pretend battle out of sight.

"Where are you Father?" Ashib could tell the boy was jumping up to look out from one of the station windows.

"Can you see a line of ships?" He had to ask twice before his son answered. "I am at the back. You might ☹"



⊕ not be able to see it. The ship is called The Arthran Hammer. It's very old. Older even than grandfather."

He heard the boys feet scampering away, disinterested in the queue of stationary dots that traced a line out of the system. Jeremiah's mock battle against an unseen foe resumed and his mother's face, her eyes glistening behind the jewel-encrusted threads, turned to face Ashib.

"How long will you be? It's been a long day. The journey was tiring and those military shuttles are not built to contain children."

"An hour, maybe two. Kara, you know how these state visits are and Onga isn't the safest of systems for the likes of us."

"No excuses, you promised."

"It won't be long."

"It's been too long already. Six months. You missed his Har'buh."

"I know. But after today, we'll have some time together. And I have presents. In a few weeks, when my mission is complete, I shall be home for so long you'll be sick at the sight of me."

"Beware husband, I may tire of your presence long before that!"

They laughed together then, for the first time in a long time.

Prime-Commander Ashib Goram Virani, Fleet envoy to the Kahiri Family Ambassador, left his small ready room with its fleeting silence and pulled straight the sides of his grey uniform. The bridge deck reeked of oil more than before, and high in the gantries above him steam would occasionally hiss from the ancient air ducts.

Ambassador Memter still paced around the polished capsule that dominated the bridge. At the periphery of the ancient battleship's vast war-room the light was dim, but around the capsule great arc-illums suspended on wire-frame buttresses flooded the central chamber and the air throbbed with the labour of machinery that serviced the pilot inside. Creases of steam hushed from filtration pipes and slivers of moisture hung against the central diamond-shaped panels that bound the capsule to the centre of what, in decades past, would have been an epicentre of military sobriety, but which now was even empty of ghosts. As he rounded the capsule again, the ambassador stopped and acknowledged the return to the chamber of his chief military aide before continuing his circumnavigation.

Most of the Ambassador's retinue had retired to their quarters, but the fleet operations team had remained at their post at the north end of the capsule chamber, huddled around modern consoles and terminals that each gave them biometric and tactical access to all the pilots in the fleet. Ashib walked towards them. "Is there any news?" His voice echoed across the chamber.

"No Prime-Commander. Our scouts did intercept a tag on a hauler bound for the station, but the line is now moving along. We should be docking within the next thirty minutes."

He thanked the captain and cursed himself. He should never have agreed to this mission. His father had insisted upon its importance, not because quieting a trade dispute deep in Ammatar territory was in any way noble, or indeed important, but because, as he had said, 'foreign policy has for too long been in the hands of the diplomats'. The old man was educating his son, as ever, from afar, hoping he might witness the corruption of the Ambassador's first hand and seek to destroy it. Ashib had seen nothing worthy of notifying the Inquisition; in fact he had been quietly impressed with the Ambassador's diplomatic manoeuvring. After all, he had secured a trade deal that could see House Kahiri doubling its off-world profits over the next decade. But Ashib had no interest in trade deals, or diplomacy. He was military, sworn to defend and advance his House and the Emperor.

⇒ The station that dominated the screen shook. A small tremor against the background of the urban moon

"I think judging by his manner, Ambassador Memter is becoming ever more impatient. To save time we shall disperse the fleet. Instruct CONCORD that the Scarificator and her escorts will be diverting to the CreoDron Warehouse, the rest will dock here as ordered, but I would like an intercept wing stationed outside the station to complement the CONCORD ships."

"CONCORD won't appreciate the gesture, sire."

"No, they probably won't."

The four fleet officers busied themselves with their orders and Ashib walked over to the Ambassador, who had stopped to survey a section of wall where a vast control panel used to be. The wall was discoloured and grey, with two crumbling stone gaps that stared out like dead eyes. The Memter looked up as his Prime-Commander approached. His eyes were creased. The last round of negotiations had obviously been more taxing than it first seemed.

"Ah, Commander, is everything well?"

"Yes, sire. We should be fully docked in a few minutes. CONCORD is being overly officious as ever, hence the delay."

"And your wife? She is looking forward to seeing you, no doubt. And your son, too?"

"I would hope so, sire. It has been a long time."

"Yes, and I would apologise for it, were it not for the fact that you have been central to the success of our mission, Commander. I will tell you now that I have already communicated with the Admiralty about your next assignment and it will be some while before you will have to endure another lengthy stay away from your family."

"I am grateful, sire. My service first and foremost, however..."

"It is to the Emperor. Ha! Yes, Ashib, I understand." The old man lifted a sleeve and rested an arm on the Commander's shoulder. He held the younger man's gaze for a few seconds, his grey eyes suddenly like clouds.

"Did you know I used to serve upon this ship, Ashib?"

"No sire. My father never mentioned you."

"Right here, in fact. This used to be one of the weapons stations, actually the auxiliary weapons station. In the event of the primary stations failing I would control all six batteries.. Or was it seven? That..." he poked his sandaled foot into a crumbling hole between marble tiles. "... is where the control cabling went. It's all been torn out, of course."

The Prime-Commander looked sternly at the capsule before turning to the Ambassador. "Do you miss those days, sire?"

"No Ashib. This was a fine ship and there was perhaps more honour in being part of a bridge crew than the indignity of swimming in that giant... thing, but auxiliary Weapons Officer? That was not the most interesting post in which to serve. I sat here for nearly twenty years, most of the time at war, and the primaries never failed. Not once. Being at peace has been much more interesting."

The Athran Hammer inched painfully towards the station. The Prime-Commander was watching the readouts. He was no engineer, but he could see that the docking fields that had contained the explosion thus far were in danger of collapsing. There was very little time.

"Captain, can you search your logs. Is there any communication you have records of that might allude to the source of this attack?"

"I will process the logs immediately sire," returned the soft synthesised voice of the pilot. "Sire, with all due respect, now may not be the time. We do not even know if this is an attack. For all we know..."

"It's no accident Commander. Upon the Emperor's eyes, I know this." Arched across the console, the Prime-Commander hung his head and forced out a loud breath. He cursed himself for insisting his wife and son meet him here. The boy was just seven years old. He was strong, but he would be frightened. If he was still alive. He would be screaming, for his mother, screaming for them both. If...

"Prime-Commander...the containment is failing, we must retreat. Now!"

"Incoming communication, sire."

Before he could respond, the station disappeared from the screen above them, replaced by a face he did not expect to see so far from home.

"Father?!"

There was no sound, at least, not at first. The audio seemed skewed, as if the words were being spoken by someone else, in another time, far away. "We have... both failed," it said, then he noticed the cut on his father's forehead, small enough not to be a concern, but enough to convince Ashib that his father was or had been in some kind of danger.

The image of the station returned and remained still for an instant, then erupted in a flash that, for a brief second, drenched the room in the white of a nova star, causing the four Fleet Commanders to turn away and hood their eyes. It was impossible, he knew, but he could feel heat wash over his shoulders, a searing white heat like the intense cauldron of a young star being born.

No image returned to the screen. It would take a few seconds for the damaged camera drones to be replaced.

Then the ship shook violently and groaned as a force impacted like a salvo of torpedoes. He was thrown first to the floor, his knees collapsing. Then it was as if a giant hand charged with lightning had thrown him against the bulkhead. He felt his head crack against something intensely cold, or hot, he wasn't sure. He couldn't process what was happening and for a second he couldn't see, there was blood, or oil, or dark water, running into his eyes. No one else got up.

The pilot spoke: something about shields and armour. He felt his head and reached out his other hand to stand up.

"...repairs. Structure, holding..."

He saw light then, cascading through clouds of steam and gas that poured through ruptured pipes above. His head pounded and his side ached. There was a sound like a woman singing far behind him – a droning, monotone pitch. He limped back towards the control consoles and the screen. The new batch of camera drones had positioned themselves around the ship and the dark sheet was lifted again.

He was used to seeing destruction and he expected it again. But there was none. Just two halves of a station floating in the void; a wreck that could have been there for centuries. The hustle of ships that flitted between the jump-in points and the station were gone. It was as if a giant hand had scooped them up and moved them to another system. Ahead, all that was left of the Imperial Armaments station was a skeleton; bleach-clean bones and little else.

"Father...?"

"Kara...?"

"The Scarificator is reporting on survivors sire. They have the Ambassador's shuttle." ☐

The author of Children Of Light and Are You Clonesome Tonight? has made a solemn vow never to write again...

The Ambassador acknowledged the signals of one of the bridge crew.

"I must go. A shuttle is waiting for me."

"Sire? Kefsooda Arkih herself is here."

"Frankly Ashib, I'm bored and tired, and I'd rather dock with less fanfare. Stay your course until I am in the station, then please take the ship to one of the moons and wait for further instructions." He turned towards the south elevators, his robes flicking angrily into the loud air of the chamber.

"Ambassador, I insist that I come with you."

"No Ashib, not this time. Wait for my signal. I will not be long."

+++

Officer Ursan sped along the length of the Iteron, eying it cautiously before scanning his next tag. The nose of the Gallentean hauler dropped slightly as it edged forward toward the central marker buoy, picking up speed for its final approach into the station.

Underneath streaked a shuttle on the same heading. The CONCORD officer was to pay it no heed.

+++

"There is no time!"

"What is the meaning of this?"

The old man with the angry eyes pushed his mother and the boy started to cry. He had seen strangers before but paid them no attention, dozens, hundreds, thousands, millions of them, but they'd never tried to push their way past his door, or hurt his mother. He'd seen her cry before. He'd seen her angry before, but not at the same time.

"Get out!" she screamed.

She screamed again. Other words. Some he'd heard before, some he didn't recognise. He wanted to make them stop, so he tried to be strong. "Get out, get out!" The words seemed to shake in his throat. They weren't coming out right. His eyes were stinging.

Something happened that he didn't see. His mother fell and was still. She looked like a ball of clothes, as if she was trying to hide, as if it was a game. It wasn't a game.

"Mother?"

Where her head fell was wet with blood. Another man came and picked her up. The other man said his mother would be awake soon if he promised to be quiet. He almost forgot his favourite toy. His Father's battleship will be here soon.

+++

The station that dominated the screen shook. It was almost unnoticeable, a small tremor against the background of the urban moon. Like a delicate flower bracing itself against the fingers of a chill breeze. Ashib had to check his surroundings, that it wasn't the ship dying of old age, or the screen, or his own body thinking itself too cold in this vast ancient chamber. It was the station. It shook again.

"I've detected a massive explosion sire," announced the voice of the pilot cocooned behind them. Coming through the massive audio terminal hitched above them, maybe that was causing some kind of screen interference? "...inside the station. Multiple nuclear fractures. The internal fields are holding, but the stresses are enormous."

"Take us in closer!" The ship began advancing before he finished the command.

"CTC is offline. I cannot hail CONCORD," screeched the Signals Commander. "All station services are offline. EM pulse has killed communications, sire."

"Forget CONCORD, Commander, they are the least of our worries!"

Belatedly, a siren began calling.

"Prime-Commander," the soft voice of the pilot seemed to echo over the rising noise, "multiple ships are falling from the docking exit. None of them have power. I cannot detect life-signs at this range."

"Search for the Ambassador's shuttle and any ships registered to the local governance. Release the drones and tractor in survivors... We do have salvage drones?"

BEFORE THE BEGINNING IN THE NEW EDEN

THE HISTORY OF
NEW EDEN
BEFORE THE BEGINNING

MANY OF YOU MAY BE SURPRISED TO KNOW THAT MUCH OF THE POLITICAL MAKE-UP OF MODERN-DAY EVE WAS BORN IN THE INTENSE CAULDRON OF EVE'S CREATION – THE BETA PHASE. JOIN US, THEN, AS WE GO BACK TO THE YEAR 24,104 AND THE EARLY MONTHS OF '105 – A TIME WHEN SMALL SHIPS MET IN A VERY SMALL SPACE. (CUE WAVY LINES...)



TEXT: REISHA

Reisha has never been comfortable in the same place for too long. That means she's met a lot of different people in the time she's been haunting the EVE cluster. Today, she can be found in a Covetor, passing time digging up old contacts and ancient shiplogs. And, of course, mining



History is an important part of EVE. It has shaped the world as we know it today, and it very much determines our freedom of movement in any given part of the universe. It's all the more important because you, me and many others have made that history happen. We, the player characters, are real people, who've made a lasting impression on a community of more than 100,000 players – that should be something to think about. There are dozens of alliances vying for control across many regions, be it over ore, deadspace complexes, rich hunting grounds or just plain-old hatred towards the other party, but the fact remains that those alliances are *player* controlled entities which have and will continue to shape EVE's entire landscape.

Some of those players have been playing for a long, *long* time, and they are mostly in positions of power due to their very age. Those people have history with one another, either good or bad, and wars that persist today between thousands of people can almost be traced back to a war of words on the forums, or a Frigate one alliance leader lost to another a long time ago.

A slight exaggeration perhaps, but the point is that history has a large part in what a lot of people are actually doing *right now*, and *why*. Whatever the cited reason for war, we must remember that ulterior motives are a rule not an exception, and in EVE dirty propaganda is a weapon of mass dissemination leaders are happy to wield. Events in the world have an effect on nearly everyone in it. History is the record of why things are happening in the present, and in EVE, it can answer a lot of questions. Also, more importantly, it generally provides for a nice read to those who are interested, and gives many a new player an insight into what is going on, and why.

IN THE BEGINNING

All of history starts *somewhere*, and in EVE, that somewhere is a time called 'Beta'. I use the term very loosely, to include the alpha test phase and the time when there was no playable code to speak of – the time from EVE's announcement in 2000 to its release in May 2003.

Beta was a barren place, so to speak. The first real playable test client included nothing more than a few ships and a small environment to fly in – about 10 systems. The interface was non-existent in comparison to it's current form: there was no in-game map, for instance



CCP staffers were quite partial to dressing up as Jove Ambassadors and infiltrating the beta servers. At one time there were more Jove than Amarr

Also, you could only choose to play as a Caldari or Minmatar character... and the starter ships some of us have amassed in their hundreds weren't in-game at all; the races started respectively with a Condor and a Probe. Frigates were pretty much the only ships around in those days.

At that time ships were very customizable in terms of CPU and powergrid, as those could be fitted separately. Other than that, there were no clones and no autopilot (Autopilot was announced two weeks before EVE went live). A nice feature that isn't in right now was a public trashcan. Basically, everything you trashed was made available to anyone who wanted it. Back then, it was mostly used for trading purposes, because the normal channels (trade and market) didn't work, but it was dropped due to the likely huge load on the database. However, despite these issues and limitations, the first steps into EVE were nothing short of a religious experience for the ones that were lucky enough to play during those trailblazing days

TITANS OF OLD

Of course, EVE evolved. Other ship classes were gradually introduced (Titans actually being one of the first, although their use was limited to the developers), and small, but important features began to make their way into EVE. Due to the constant rollbacks, however, the economy could never be tested completely, because people didn't have enough time to cultivate it, even in such a small environment. Seeing how prized Industrials and Battleships became, it was an interesting time for those who managed to obtain one – more on this later.

Eventually, EVE grew into how the game would look and play after it went live; less than 100 skills, only four kinds of ships for all races (Frigates, Industrials, Cruisers, Battleships), and no Tech II items anywhere to be found. Even more startling perhaps, there was hardly any protection from Concord ships or sentry guns. Rather obviously, then, piracy has roots in this period – a time when more people started to trickle into beta, and where the game grew to it's current size in terms of the number of solar systems. Those last few months before retail were very dry in terms of action, though, but that's probably down to the small number of players. Remember, we're talking of maybe 500 to 1000 people logged in at peak times, and I may even be exaggerating on that number!

PRIMORDIAL SOUP

To chronicle player-made history we must turn to what the people who were in Beta actually did – and still do – namely band together for mutual benefit. Well before the testing period began, the first corporations came into being on the forums; North Star Incorporated and Interstellar Security Company were the first two, but both ceased to exist before the game even started.

Shortly after, the first lasting corps started to form, like Taggart Transdimensional (TTi) and Endless Corp. Others like Omega Corp, Saboth Inc., RAiD Enterprises, Krath Imperium and JGR followed suit quickly, although TTi and Endless had by far the most influence on the community at that time.

The way the corps presented themselves was very important to get members. Endless and Taggart were unique in that they both had ample resources to make the required visual impression on prospective members and the rest of the EVE community, but it should →

be said that a healthy chunk of their growth can be attributed to how they presented themselves in words. Endless had HellGremlin, and Taggart had Ragnar – both rather exceptional individuals, without question – who knew how to motivate people. Ragnar was a brilliant industrialist. He presented his corp as a safe haven for intellectual, capitalistic individualism – in other words, he made TTI a tempting prospect for people who understood it's philosophical background. HellGremlin was more of an artist. He had a vision, but also a very clear image of EVE's world. Endless was modeled after a Caldari corporation, or at least how HellGremlin saw a corporation to be. Endless was originally founded by someone else, Mimic84, but HellGremlin soon took control, at least behind the scenes. Their respective recruitment drives caused both corps to grow and before long TTI and Endless were the defining player groups in the game (on the forum, that is. Back then, there wasn't a game to act out ones philosophies, so most of the interaction between corps happened on the forums). Initially, they were very friendly toward each other. That would seem hard to believe, considering what happened later...

SIEZE THE DAY

A player called McAllen soon joined Endless, and acted as the only sober person in the corp, figuratively speaking. HellGremlin was more interested in the short-term, and his wild spirit clashed with McAllen's calm, more forward-thinking strategies. This created a natural rift, the same rift that exists between order and chaos. Up until then, Endless was mostly a corp which lived by the term 'Carpe Diem', within the framework that its fiction writers provided. McAllen wanted to prepare the corp for EVE's release, to make it actually work for everyone, but there was no structure, or rather, no structured income. The internal conflict grew and would eventually split the corp into two factions – one following McAllen's rationality, the other HellGremlin's 'love for life'.

By this time, we are at EVE's actual Beta testing phase. Groups were admitted more easily than individuals, so most people in the same corp got in, and it wasn't any different for TTI or Endless. War ensued, although it wasn't clear why it had actually started. Both sides accused each other of various misdemeanors, and of course things got worse because of this. At this point, the game became the unseen focus, as the corps slid into their identities and became real. From then

on, EVE became unique in many ways.

Group identities and motivations came onto the scene, and the community started to act upon them more and more, exemplified by this war. It was engineered, yes, but that makes it all the more unique.

CARELESS TALK COSTS LIVES

Whilst the roots of the war between Taggart Transdimensional and Endless have been lost to the pre-release player forums, it's continuance can be attributed to the propaganda created and spread by the former. The marketing style employed may have been ethically questionable, but it had the desired effect and the war continued, laying upon the Endless leadership, McAllen especially, considerable stress, enough in fact to bring about a protracted but inevitable end for the corp.

HellGremlin, however, was less concerned. In fact, together with Ragnar, he was actually responsible for creating the propaganda, and when the knowledge of the collaboration spread, Endless was dealt a fatal blow, although it wasn't the only blow they had to

endure. The corp struggled for a few months until it eventually split up into the aforementioned camps. HellGremlin kept control over Endless, while McAllen founded Phoenix Rising Incorporated. While that corp still exists to this day (although in a very different form, after a couple of mergers, as, at the time of this writing, Nun Amun), McAllen left EVE shortly after retail.

Before Endless died for good (it was resurrected a few times after retail), its last act was in co-founding the CTB, or Consolidated Trade Bloc, an alliance consisting of several large corporations such as Endless, Krath Imperium (also still around today, in some form, as Saral's Legion) and Das Paragon. This was an unusual feat of composure, one that can be attributed to the still flabbergasted Endless members. Incidentally CTB wasn't the first alliance: that honour falls to The Entente, an organization few seem to have much knowledge of.

During this time the rest of EVE didn't stand still, of course. Other corporations made names for themselves in the community, some of which have been mentioned. One I haven't named yet though, and it's one which is still heavily influencing EVE's universe, is TAOSP (or The Armada of Shin's Pants), better known these days as Evolution

EVOLUTION BEGINS

TAOSP was not a big corp by any stretch of the imagination, but its impact on EVE was to have lasting effects. It was composed of very dedicated and committed players, like Molle and Homo Erectus (Firstkor1.3, as he was known then). TAOSP was never a real corp in the then-young EVE tradition – it was more a thrill-seeking group of people who liked a challenge and decided they should have some fun.

After gathering some basic resources, TAOSP declared war on the biggest corp of the time, Endless. HellGremlin's first reaction, and I quote: "LOL! What, all six of you?" TAOSP's war declaration was met with laughter and disbelief. How could such a small corp take on a juggernaut like Endless? The forums, at least, were thriving with discussions, most of it rather one-sided. TAOSP's response was simply this: "You will know of us very shortly. We can smell the sea." Some might recognize the cryptic style, as Evolution still operates like this, albeit on a much larger scale.

In any case, the game went on, as did the forum. Remember, back then, the actual game universe was a lot smaller – think *dozens* instead of *thousands* of systems. So, what happened next was more likely than you might think. TAOSP was travelling through space, and happened to come across a rather 'juicy' location in a belt. Back then there was no local channel either, by the way. In that belt, there were roughly 30 ships from Endless, amongst which there were a few Blackbirds to serve as escorts, and a single Industrial. The latter was worth a lot at that time, as were Battleships (think Mothership/ Titan ranty as it is now). So, there were six TAOSP vessels, armed to the teeth, and 30 unsuspecting Endless vessels which were pointing orange lasers at rocks.



How many differences can you spot between EVE then and EVE now?



YOU MIGHT THINK OTHERWISE...

As history is a permanent work-in-progress, you might find views contradicting your own memories. If so, don't hesitate to contact Reisha in-game or post on the forums (there is a lengthy thread in the EVE Library called 'EVE History' that all are welcome to contribute to). In time we hope this series will expand and evolve and we may, if required, revisit the history of EVE's beta phase.

⊕ WHAT HAPPENED NEXT
COULD BEST BE DESCRIBED
AS AN ONSLAUGHT THE
INDUSTRIAL, PRIZED AS IT WAS,
WAS TARGETTED FIRST.
AFTER THE ATTACKERS ALL
CAME INTO RANGE, THE
HEAVENS WERE SCARRED
BY GUNFIRE

What happened next could best be described as an onslaught. The Industrial, prized as it was, was targeted first. After the attackers all came into range, the heavens were scarred by gunfire. Just a little while later, the Endless fleet was decimated, including its escorts, but the single industrial kill had already won the day for TAOSP, let alone that the only loss of theirs was due to friendly fire.

THE OMEGA STRAIN

This single battle had set TAOSP on the map, but, more importantly, it was one of the first in-game actions that could sway the war to the other side. It also put guerilla warfare high on the menu of tactical options, although it's significance wasn't recognized at that point. What was recognized was that TAOSP was not a corp to be taken lightly just because it was small. Several corps which were allied to Endless made threats after the initial war declaration. Afterwards they just wanted to be friends!

At this point, Endless was falling apart, but still received 'assistance' from others, like RAiD. This assistance was mostly military, as RAiD had hired the first mercenary corp to fight for it, Talon Inc, a group of ex-Omega Corp pilots who didn't like Duke Drokler, the Omega CEO. Unfortunately, the war bill was never paid, leaving Talon Inc to take up a lucrative offer to fight for the other side, and so TAOSP found a brother in arms, willing and able to fight the former juggernauts of EVE's corporate world. Eventually, the two developed a close friendship and merged, purely out of their mutual respect for one another.

After the Endless conflict, TAOSP was constantly finding itself at war, later with I' II, but Omega remains its most 'treasured' adversary, especially because the pair have shared many toe to toe engagements in many events. The competition between them was fierce



Back during Beta, two Titans were occasionally rolled out – the Gallente Soltueur and the Matar Leviathan, both now rusting in some museum near Yulai

BATTLESHIP CHAINS

Omega competed directly with TAOSP over special items that were awarded after certain developer-organized events. One such event had a very special prize – a Battleship. At that particular time, it was the only one in the game and it's owner, Duke Drokler, was very fond of it, and fond of using it. He sat with it outside the main TAOSP station, waiting for victims. TAOSP, however, had a lot of equipment in that station, so it just kept on coming, gradually wearing down the 'invading' Omega force. Until a second Battleship joined the fray, on Omega's side.

Everyone at first thought that this was a developer, since the number and kind of Battleships in the game was known at all times by everyone, and the player in question did imply he was in some way official. Regardless, the TAOSP forces were dropping like flies, and it was deemed too much hassle to continue the battles, as the Cruisers died before they could even fire a shot.

The GMs started an investigation and found the pilot to be an imposter, so they removed him from the scene. After that, TAOSP resumed its barrage of XAM 5 cruise missiles (yes, times have changed, haven't they), and eventually, Duke's Scorpion was taken down. The Battleship count in EVE was back to zero again.

THE END OF THE BEGINNING

There were many completely unrelated wars, even though the community and the game was still so small. JGR vs X-Traders, for example, warred over a system – pretty much the first war over territory in EVE. It is also interesting to note that the idea of forming XETIC was born before retail. Colossus Technologies and X-Traders were pioneers in that matter. Other alliances also found their roots here, although it was mostly from common goals or friendships formed in the Beta period that the corps found each other after retail.

For all the history created and battles

fought however, the universe was fated to end, literally, with a bang; a big bang, actually. On the final day of Beta testing all players were given 500,000,000 ISK and maximum skills, and were let loose into a world of ridiculously overseeded markets and chaos.

Armageddon Day, it was called, and aptly so. EVE was pretty much in open Beta for the last week or two, so there were a great many people in the game at that time – so many in fact that most of the game was what many would term a 'lag-fest'. Consequently, any large battles, pre-arranged or not, mostly ended in server meltdown during the day. Many meltdowns, in fact. Nonetheless, after small-scale wars and battles between Frigates and Cruisers, it was a fitting way to end EVE's pre-release phase.

That same day, on May 4th 2003 (in-game year 24.105), thousands of EVE characters died. Many would be reborn, many thousands more would join them over the coming years, but history had already been written.

Coming Soon:

In the next issue, the first few months after retail will be discussed. It was a time of pirates, m0o most notably, and a time of building. A time where inflation was unheard of, and where Tech II was still almost a year away. If you can still remember that time vividly, let me know! History thrives on your account of what happened, as the EVE community does not make any permanent record beside a lot of forum posts, and a lot of internal squabbling that is never released to the public. ☐

Thanks to Urban Mongral, Cairnz, Ragnar, DigitalCommunist, the Evolution members and Raem Civire for helping me piece together this information. Special thanks also to Frstkor13 for helping me out with a lot of info about EVE's early alpha stages. Part 2 will follow in E-ON issue #004, due for publication on 7th July 2006.

There was once a time...

... when Battleships dominated the galaxy.

That era is over...

... the capital age has dawned.



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HARDIN



PLAYER PROFILE

NAME	Hardin
CORPORATION	Imperial Dreams (IG)
POSITION	CEO
ALLIANCE	Curatores Veritatis Alliance (CVA)
SPECIALITY	Communications, Public Relations
SECURITY RATING	3.5
MOST LIKELY TO SAY	"Get ready to feel the cleansing light of my holy lasers you Minmatar scum!"
LEAST LIKELY TO SAY	"Amarr propaganda? Yes, you're quite right."



On his beloved home world, an Amarran watches the golden sunset with sadness. He is sad because he sees one so rarely, and he grieves when he remembers those who have fallen in defence of the Empire.

He clutches a treasured copy of the Amarr holy book, the Pax Amarria. It is one of only a handful known to exist that were signed by the great Emperor Heideran before his death, and it never leaves Hardin's side.

"I dream of the day when the Amarr Empire stretches across the universe," he says as he looks towards the falling light. "When we shall sweep across the galaxy and reclaim all that was ours and all that is not. And slavery will be the simple path to enlightenment."

His words are impassioned with imperialistic love and religious fanaticism. His dedication to the Empire appears to know no bounds. He has sworn to defend it with his life, calling himself a 'peace-keeper that lives for no other purpose'. He cannot understand the continuing opposition of the Minmatar race to the 'natural' way of life offered by the Amarrans.

"They are barbarous, uncouth and uneducated," he spits. "We are simply seeking to educate them and to bring them to God as servants of the Empire."

He adds, nodding as if to confirm his own thoughts: "We shall bring them all into the loving embrace of our Empire and they shall never want to leave."

GOLDEN YEARS

Hardin remembers a time at the beginning of his career when he was lost, both spiritually and physically, and it was at that time he crossed paths with a fellow Amarran named Takumi Velerin of PIE Inc.

"She showed me the way," he says. "The corp's philosophy was based around loyalty to the Amarran race, the Emperor and the

Empire. Looking back, to meet her was the best thing that could have happened to me."

In the cause of defending the Empire it was decided that only Amarran pilots would be employed by PIE, and that their fleets of 'golden' Amarran ships would be flown, in a show of loyalty to the Empire.

"It is a very impressive sight to behold a sky of golden warriors," he says. "The joy of flying with the Golden Fleet can never be surpassed."

PIE and its allies within the Curatores Veritatis Alliance (CVA) have since extended their peacemaking role across the Empire – and beyond – to reassert Amarran law and order. They aim to clear pirates, open up space for lawful traders and increase tax revenue for the Empire.

Hardin says: "The economy of the region was dead. We drove the pirates out after many hard struggles and the area now thrives."

"We have set an example – we have created an area where Amarran Law is respected and where business prospers. We consider it to be a microcosm of the future Empire, if you will."

The 'Golden Fleet' – Minmatar pilots need not apply



Hardin is currently in a self-imposed exile, a spiritual retreat, to gather his thoughts, and says rather suddenly that he has turned to celibacy

WHIPPING BOY

In the light of the fading sun Hardin's eyes shine at the thought of a final moment with PIE and the CVA. Now a member of Imperial Dreams he remains proud of his history, with PIE holding on to its on-going role as the spokesman for the Curatores Veritatis Alliance. He appears torn, however, between perhaps of the internal struggle that struck the heart of his former comrades.

"As the Minmatar raids across Amarran space became more regular, keeping systems safe in the south was a constant struggle and it caused rifts within the PIE executive regarding its place within the alliance. In the end PIE Inc decided to go back to combating the terrorists, leaving the CVA to maintain its vigil against piracy and to work to extend Amarran law and order into 0.0 in Providence."

Hardin is currently in a self-imposed exile, a spiritual retreat, to gather his thoughts, and says rather suddenly that he has turned to celibacy.

"In my early years I had a reputation for chasing after Gallente wenches," he says solemnly, tightly clutching his holy book. "I have had to whip myself as punishment," he adds. "I was very sinful."

"It was not the right thing for the spokesperson of the CVA to be seen doing, so I had to end my associations with the wenches... Many broken hearts, I am afraid."

As the sun falls below the horizon, and the sky has turned from gold to blood red, Hardin silently acknowledges a message in the skies – an omen within the heavens. "I have killed – and will continue to kill – to defend our Empire," he whispers, almost in prayer. "The rebellious Minmatar will be crushed, and one by one the other empires will accept our overtures."

He turns back to face the gated arch of the old monastic retreat that is currently named: "...or they too will fall."



EVE'S VENERABLE 3D ENGINE IS UNDERGOING A MASSIVE REVISION. SHIPS ARE BEING REPAINTED, SUNS ARE BEING REFUELLED AND CCP IS PLANNING TO HAVE EVE BACK AT THE FOREFRONT OF GAME GRAPHICS WITHIN THE NEXT 12 MONTHS. TIME TO START EYING UP THOSE QUAD-SLIs...

RAISING THE GAME

 EVE looks pretty good, doesn't it? *Doesn't it?* Granted, a couple of the ships could do with a new lick of paint – the Apocalypse being the obvious and regularly-cited example – but, generally, EVE can look itself in the massively-multiplayer mirror and be quite smug. In the face of signs of middle-age spread and general pardiness, it still has a sparkle of youth about its graphical exterior.

"True, EVE still looks good," admits CCP's Chief Technology Officer Halldór Gunnar Guðjónsson, the man responsible for making sure it will appear forever youthful in the eyes of all that play it. "But we're seeing a lot of new graphics technology on the horizon, and some of it has already started appearing in games like *FarCry*, and some is just around the corner, in games like *Gears of War*..." He sighs. "Well, *Gears* has been just around the corner for a while... but we're hoping it'll pay out real soon!"

For any rabidly addicted video-game computer gamer will tell you, neither of those games are permanent world titles, but by identifying them CCP reveals much about its collective mindset; that it has the gall to compare itself and its efforts not just to the best online games, but to *any* and all games, from obvious SF strategy titles like *Next* to *The Jupiter Incident* to upcoming shooters like... well, *Gears of War*.

"We are very keen on grabbing a new lead," continues Halldór. "Like we did in 2003, when very few games came close to the visuals of EVE Online."

Ⓢ CATCH EVE IF YOU CAN

Staying ahead of the competition is something CCP has been rather good at, certainly in terms of graphics and most definitely in terms of gameplay. The Marketing Department may have quite a hill to climb if it wants EVE to emulate the success of *World of Warcraft*'s six million claimed subscribers, but we suspect CCP is more than satisfied on that score. The trouble now is that, whilst EVE is still blazing a trail for PvP gameplay in a potentially boundless SF universe, visually at least, a few titles that have been stalking EVE – some of them of a massively multiplayer persuasion – have started catching up and are huffing loudly in EVE's wonderfully-lit anti-aliased ears. These pretenders have, perhaps, timed their run badly, because CCP is poised to step up a gear.

"The stabilization of Direct3D 9 hardware and the imminent arrival of D3D10-class hardware is finally allowing us to do more interesting stuff than we could before," says Halldór, who, like many, was quick to realise that the first introduction of shaders into PC graphics cards back in 1999 was more of a tech preview than an attempt to provide go-now functionality. "Most effects then weren't reasonable to execute in an actual game – they looked good in a simple demo and it was really just in such a vacuum that they were feasible. The latest graphics cards are changing that, thank God. Well, thank NVIDIA and ATI, as it were."

HOLY TRINITY

So, what exactly is in store for EVE's rapidly expanding player base come 2007 when the first round of graphic updates is due for completion?

Glancing across these pages you may think you've a pretty good idea; higher resolutions and new textures for existing ships are what most assume a graphics update to be.

"There is so much more to it than that," explains Halldór. "In short, we are changing the underlying structure of the engine so that we can harness the power of the new D3D9- and D3D10-class graphics cards. This will open up so many new possibilities, since we'll have a fully programmable pipeline for all 3D graphics and the UI." As he goes on to explain, the Trinity overhaul isn't just about staying competitive, it's much more important than that: "We must continue to serve our players with some of the nicest visuals that can be found in a computer game. We are also expecting that this upgrade, like the initial creation of the engine, will carry us for years to come."

THE SUN SHINES BRIGHT

Some might argue... though not us, we're being devil's advocate... that EVE's graphical innards, known in technical circles as 'Trinity', should have been gutted and replaced years ago; after all, the technology is relatively ancient (graphics engines tend to age exponentially). Trinity should by rights be sharing a room at the GFX Sunshine Home with *Quake III*. (As an interesting aside the engine for that game was also called Trinity, but let's not confuse matters!)

"EVE Online was released in May 2003, making the engine, publicly, almost three years old," corrects Halldór officially. "The technology was finalized perhaps a year earlier, tops, so all in all the technology is four years old – but, yes, even that is a long time. However, truthfully, there hasn't been a need to update Trinity until now. The game was way ahead of the curve when it launched and only now, finally, others are catching up."

JENNY FROM THE BLOCK

As any current or former CCP employee will admit, the original and still very much current iteration of Trinity has been a steadfast and loyal powerhouse, which is as much a testament to the quality of the game it services as much as the artists who have come to rely on it.

"In the beginning we had ideas for creating unseen shader effects in realtime 3D," remembers Reynir Hardarsson, CCP co-founder and Creative Director. "We already had the visual style for EVE in our minds and concept work had already begun before the first line of code was written for Trinity. We started out by creating a prototype engine and, to our amazement and joy, things started to look really good right off the bat. Immediately, with only the few parameters

Ⓢ AS ANY CURRENT OR FORMER CCP EMPLOYEE WILL ADMIT, THE ORIGINAL AND STILL VERY MUCH CURRENT ITERATION OF TRINITY HAS BEEN A STEADFAST AND LOYAL POWERHOUSE

available in the prototype, our artists started to create very interesting things. This inventiveness of our artists had a major impact on the design of Trinity as then it was decided to fully expose the whole fixed function pipeline to them to play with."

Reynir insists that the authoring tool for Trinity, called Jennifer ('named after a Latino actress who later turned to singing'), "looks and feels more like a 3D programme than an authoring tool for a computer game. Every parameter for every object is exposed and scriptable." Such an open ended approach led to some clever inventions by CCP's artists, such as anisotropic materials (skin, clothes), view-dependant transparency (volumetric spotlights) and what they like to call 'fake' HDR lighting (correct highlights). "We are now seeing many of the things we were doing in 2001 being implemented in games today with the use of pixel shaders."

GOIN' DOWN THE PUB

Assuming at inception that CCP was relatively inexperienced with 3D game graphics (despite the subsequent quality of EVE suggesting CCP might've been secretly developing games for decades), it doesn't seem to have inhibited its advance towards the big league of 3D engine creation; quite the opposite in fact.

"We sat down and studied graphics hardware then asked ourselves: 'What is this thing, and what can we do with it?' If we had been programming engines since childhood, we would probably have gone down a more orthodox route. But we felt more like children playing with a tank. We didn't fully understand it at first, but after pushing a few buttons we came to realize that we could blow up houses or start a revolution in a small country. That's when the fun began."

One day they might have discovered a way to replicate the burning reflection that only distant light bouncing off shining metal could produce. They probably danced around the studio, then called in their colleagues to

share in their glory before all disappearing to a nearby hostelry to celebrate the occasion. "There were a lot of celebrations," he jokes, "and I am still paying off my bar tabs."

STARTING FROM SCRATCH

Graphics programming knowledge requires extensive know-how of maths and physics, knowledge the CCP graphics collective has in abundance. "But the most important part of graphics programming, like in all programming, is good planning," says Reynir. In the case of EVE, we knew we were dealing with space and spaceships. A lot of optimization is possible if you know that. Spaceships are rigid bodies, they do not bend or flex like rubber. With that in mind we made an engine that emphasized taking advantage of the newly introduced hardware Transform and Lighting (T&L) by keeping all geometry on the card and not touching it with the CPU.

"On the art side, first we had to create the work 'pipeline'. We had to decide a lot of things, like how should the turrets work, how do



IMPAIROR

3D ENGINE BARGAIN HUNT

CCP admits it's taken the current iteration of Trinity as far as it can go, or to be more precise, it saw it's limitations being exceeded long ago and have been, for the best part of a year, looking to upgrade. What may surprise and shock is that prior to settling down to upgrade Trinity proper, there was some quite serious thought put into licensing an established 3D engine. Which one(s) will remain a mystery (for now) but it's not a bolt from the blue to hear that CCP eventually dismissed the idea.

"Most commercial 3D engines are not modular," says Halldór. "You must pretty much accept the engine wholesale and it requires a lot of work to mix and match with components that you may already have. EVE has a lot of nice software solutions that simply are not matched by external engines and we would like to keep those. CCP has, in the past, licensed external technology solutions and EVE contains quite a few of them. They have, in general, worked out well for us. However, one common factor

among all those solutions is that they solve a small well-defined problem and do so admirably. Based on that experience we are ready to license external components for the graphics engine - but only parts that we can easily integrate into our existing framework. Speaking of this, we are currently evaluating an external graphics engine component and it is highly likely that we'll license it. So, we are trying our best to buy instead of build where it makes sense. Another interesting tidbit is that

rendering engines today are providing less and less of the actual solutions needed to make a good-looking game. This is simply because the eye-candy that sets you apart from other games comes from vertex and pixel shaders that you have to develop in-house anyway. This is the area where we'll set our artists and graphics programmers loose and I frankly can't wait to see the results."

“We handle damage on the ships, how do we split the ships into areas for different shaders, etc? Once we had done tests and decided upon those things, the ship production could go ahead full force.”

Or so they thought. Many of the ship models had to be revisited as new efficient methods were ‘discovered’. “But eventually the wheels were greased and the ships and other art assets started rolling off the conveyor belt, and that belt has never stopped.”

“Technology has, of course, helped along the way,” adds Halldór. “We’ve been able to take advantage of higher vertex processing throughput and more RAM in newer cards, thus allowing us to build bigger ships – like the Titans.”

OCULAR SPECTACULAR

Whereas recent game content has been obsessed with scale, the current graphical upgrade that is due to start bearing fruit this summer has no interest in fostering mega-super-titans – at least not yet. A new, or rather, fitter, graphics engine might be capable of facilitating another 10-fold increase in the size of the largest pilotable ships, but that is not its purpose. More than anything else, the reason for the upgrade is to increase the level of detail, or rather more fundamentally, immersion.

Right now CCP is upgrading all the ships in the game, from each of the Titans, all the way down to the Shurtles and low-level belt rats that occasionally make a suicidal foray into 0.8 systems. Each ship is being rebuilt with around 1-2 million triangles. Just to put that figure into perspective, a typical ship in EVE today is referenced by about 3,000 triangles. Whatever your proficiency in understanding the dark art of 3D graphicology, that’s quite an upgrade.

“We won’t be trying to push those millions of triangles onto your PC graphics card – that would be quite insane,” laughs Halldór.

“Instead we’re using normal mapping to achieve the look of two million triangles. However, to generate the normal maps we’re having to rebuild all the ships in 1-2 million triangles. This is an enormous task.”

Quite. We’ve done the maths. Two million multiplied by the number of ships, drones and other noteworthy items in EVE is... a lot of triangles!

SHE’S SO HIGH

If the detailing destined to adorn the new ship models sounds impressive, indeed, looks impressive (bearing in mind everything you see here is still work in progress), the processing that will be applied to the ships and the scenery as all the threads of the upgrade plan come together will foster results that should be nothing short of breathtaking. The buzzword of the moment is HDR (High Dynamic Range) rendering and it’s a feature of game graphics that has been part of consoleland for quite a while. Halldór admits HDR is already up-and-running on a version of EVE, and of course, as he points out: “EVE has actually been using ‘fake’ HDR from the start. It’s actually one of the reasons why the game was able to set itself apart from other games for so long.”

“With true HDR, as we plan to introduce it,” he continues, “a few things that have always bugged the perfectionists at CCP will finally be fixed. For instance, strong light sources will be able to shine through thick fog and semi-transparent wings, creating a burn-out effect in the final image. With the HDR upgrade we are also getting a completely modular post-processing pipe for effects. This should allow us to do some really nice full-screen special effects – without taxing the

WTF IS ALL THIS TECHNO MUMBO-JUMBO?

There are two types of people in this world; those who think paediatricians should be locked away, and those who went to all their classes in school and who know what most big words mean without having to look them up. In either case, it can’t hurt to have a mini-guide to a few of the more confusing terms mentioned across these pages, so you would do well to visit the faithful Wikipedia (<http://en.wikipedia.org>)

before typing the term that most vexes you into the Search box. If an explanation is not forthcoming, we’re sure the friendly denizens of the Technology Lab on the EVE forums will answer any technical questions.

⦿ SHADOWS IN COMPUTER GRAPHICS ARE VERY IMPORTANT, SINCE THEY HELP US AS HUMANS IDENTIFY THE RELATIVE ORIENTATION AND POSITION OF THINGS

➡ A FEW THINGS THAT HAVE BUGGED THE PERFECTIONISTS AT CCP WILL FINALLY BE FIXED — STRONG LIGHT SOURCES WILL BE ABLE TO SHINE THROUGH THICK FOG AND SEMI-TRANSPARENT WINGS



frame rate. Another project we have ongoing is background loading of graphics resource. This is an important improvement because it will reduce warp-in lag and help with the frame rate when a lot of new graphics are popping onto the screen. This is thus purely an optimization task but it will improve the overall feel of the game."

THE LAW OF LAG

Hang on there mister, so you're saying that lag won't be a problem? You'll forgive us for not getting too moist around the britches, but EVE used to have many more graphical effects than it has now, many of which had to be removed or considerably scaled down because they were sucking up client-side bandwidth?

"Well, as a nice by-product of upgrading the graphics engine we will be able to harness the programmable GPU on your graphics card to do a lot of the work that previously was restricted to the CPU. The CPU was already too busy, hence the effects had to be removed."

Developers like to cite Moore's Law when it comes to computer processing power, and graphics programmers are no different. Moore's Law predicts that CPU power doubles every 18 months or so and, generally, the theory has held out. In the realm of GPUs (graphics processors), GFX chip manufacturers like ATI and NVIDIA are working to six-month schedules. GPU technology is racing ahead, so rather than reel it back in, CCP is hoping to ride on the power it affords.

"There are a lot of unused cycles there, waiting for us to put them to good use," says Halldór, revealing one of his shy grins. "One of the projects we will undertake, once the upgrade is in place, is upgrading our particle system to better harness the GPU. So, you should definitely expect to see effects coming back in force. At this point I can't say when that will be but I can say that we will give this a very high priority."

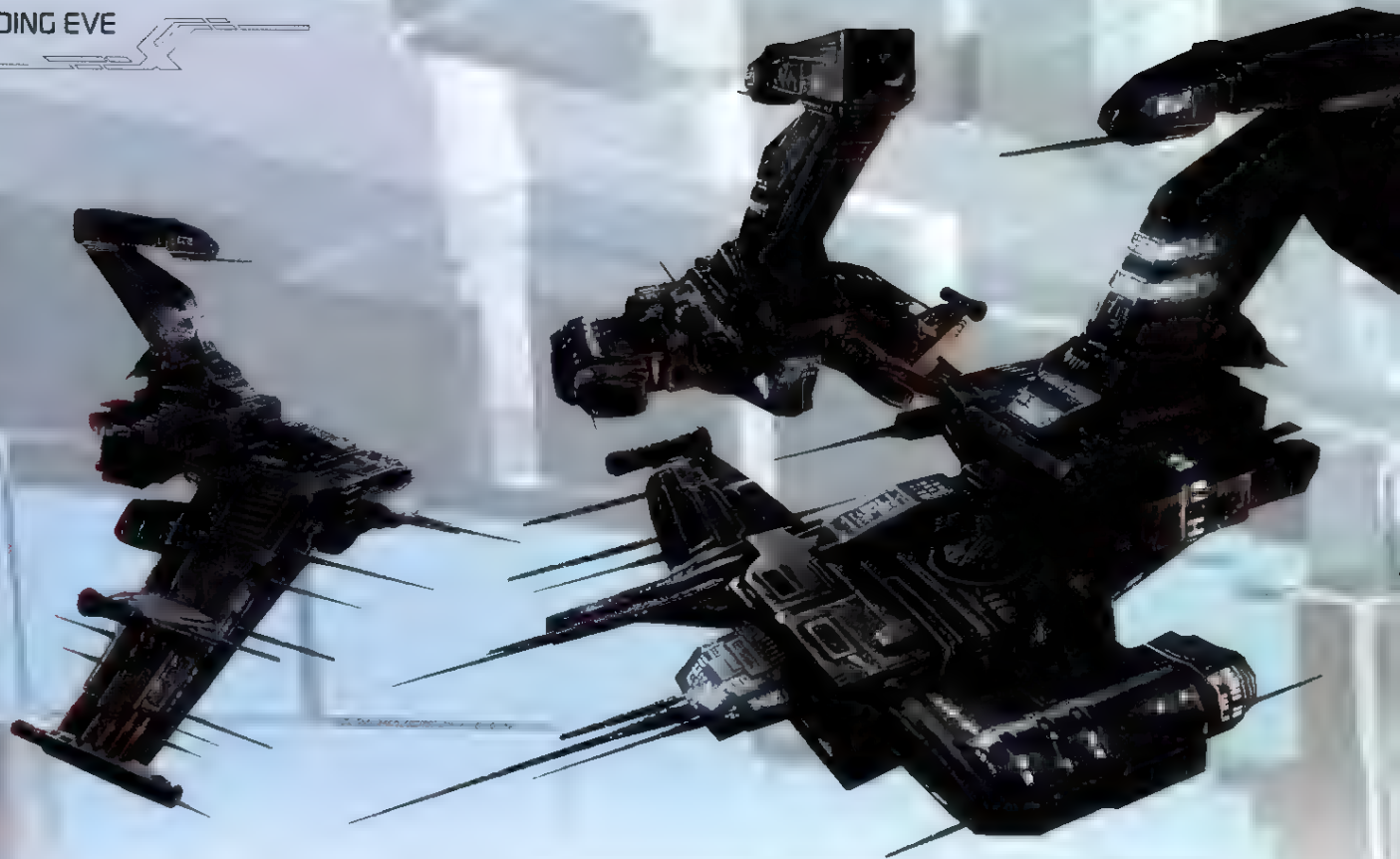
BEING THERE

Shadows have not been a noticeable feature of EVE thus far, but they are a cornerstone of the upgrade plan, a factor that is sure to incite heated debate between those who despise anything that might even have a negligible effect on clientside operations and those who would rather feel more immersed in the universe they subscribe to. With CCP able to throw all the number-crunching the way of the GPU, it would appear those who measure their EVE experience in frames-per-second are about to have shadows wash over them whether they want them or not.

'Shadows in computer graphics are very important, since they help us as humans identify the relative orientation and position of things. A spaceship in a hangar can appear super-imposed if there isn't a shadow being cast from the ship onto the ground, or surrounding walls. Going forward, we plan to add more gameplay and content to inside environments, such as spacestations, and shadows will play an important part in the visual experience there. Shadows can also make the scene more dynamic, since players will see regions of dark and light crawling across their ships as they bank and turn — this effect makes the game simply more alive. Lastly, there is the possibility of conveying scale with shadows. A fleet of spaceships could be shadowed by nearby planets ➡

PUNISHER





A TALE OF TWO VERSIONS

With Windows Vista on the way (yes, we all hate it now, but will learn to love it eventually) CCP is planning to publish two versions of EVE – the classic (current) version of EVE that will include a subset of the graphics upgrades, and EVE for Windows Vista. Halldór explains: “So, to experience the gooey goodness in full you will need a computer that can run Windows Vista. We discussed a lot how we could create a simple and meaningful delineation between the two versions and decided that this would be the cleanest way to do it – rather than a messy list of graphics cards and mumbo jumbo about pixel shader version x, vertex shader model y, etc.” That certainly won’t please the Windows-haters and Anti-Gates lobby.

Or a large shadow could creep across the screen when a Titan flies over; travelling in the shadow of a Titan and then bursting into attack mode – that does sound pretty cool, eh?”

PLANET PATROL

Indeed it does, but it also begs the question, what actual game content might this graphical overhaul facilitate? The ships might look more real, shadows might further deceive our senses into believing that we are really there (a feature sure to please the EVE widows out there), but should – and could – better graphics herald a richer, more substantial and more detailed, gameplay experience?

“I would say it’s an accepted fact that a fun game is even more enjoyable with nice visuals. In that respect, we expect the gameplay experience to be more enjoyable. As for new game mechanics, it’s clear that this new and flexible engine architecture will open up new possibilities for us to explore. At this point, however, it’s too early for us to elaborate on these.”

How about we elaborate for you? How about a feature whereby we can take off in one of EVE’s more aerodynamic vehicles, and take a seamless journey, from orbit to ground level?

“Planetary flight is one of the hot topics around the office,” sighs Halldór. “Another is navigating through a dense and detailed asteroid

belt. One of the goals with the graphics engine upgrade is to make something like that a possibility, at least from a technical standpoint. Whether it’s any fun – or can be made fun – is still the bigger question. Our game designers will undoubtedly prototype new gameplay ideas, but, as is always the case, only a select few ideas will make the cut.”

RED STORM RISING

There are certain features players have been crying out for since EVE went live; sadly shrink rays aren’t one of them (just think about how cool they would be though), but high on the wishlist has been the functionality to add corporation logos to ships. EVE’s CTO is happy to predict that such a feature is more than likely, and of course, will be optional. Similarly it is likely that ships and installations will become scarred by laser fire – although whether weapons will leave permanent stains is another matter (if they did, gun-graffiti could quickly become a problem).

Away from the ships, it’s a given that planets, moons and other celestial objects will be receiving some graphical attention: imagine if you will, storm clouds racing across a planet’s equator far below your ship, or ashes and fiery-death bursting from a volcano, giving birth to archipelagos... electrical storms, deserts, perhaps even the odd meteorite shower.

“I personally would like many more environmental effects,” says Reynir. “Better dust, better planetary rings, etc. We also want planetary surfaces, better and bigger asteroid fields, massive comets, better black holes, neutron stars, brown dwarfs, Kuiper belts, system-wide asteroid fields... the list goes on forever and eventually we will implement all these things. It’s just a question of time.”

“It won’t happen tomorrow and probably not the next day either – but that’s where this is all headed,” adds Halldór. “We need to take this in steps, so we’re making upgrades to existing areas in the game, areas that already have proven popular gameplay. With the new graphics technology in-place we will then venture into new, unexplored territory in the EVE universe.”

Halldór admits that when they started the process of updating Trinity it was a technology project, but building new models and materials has driven a need to create content. “After this work has matured a bit more, we foresee that it will become a project of aesthetics as well – i.e. how to apply the new technology and artwork to refine the EVE look.”

BEWARE THE SQUID OF DOOM

With all this talk of HDR, volumetric mip-mop texturing and fobble-dobble flange-tweaking, it’s perhaps easy to forget that there is a game under all this; a universe that has evolved both by the hands of developers and the hearts of gamers. This evolution has been steady and

⇒ WE NEED TO TAKE THIS IN STEPS, SO WE’RE MAKING UPGRADES TO EXISTING AREAS IN THE GAME, AREAS THAT ALREADY HAVE PROVEN POPULAR GAMEPLAY



sure and EVE has taken the best part of a decade to come to fruition. Evolution fosters sentience and EVE could be said to have a life that is all its own, in a sense. Whatever the essence of EVE, could it be possible that CCP might break the seal that contains it? In other words, is there a danger that in the drive for technology, what makes EVE what it is might be allowed to diffuse into the ether?

"Our artists and Art Director are the keepers of the EVE look," says Halldór. "They've done a great job in the past and unless they all get swallowed by a giant squid I think things will work out. We've seen technology being over-used and, believe me, that is not our plan. Even though we have some new nifty material shader we are not going to apply it to everything. The ships in EVE will not look like flying disco balls and our characters won't look as if they're made out of highly buffed plastic. That we can promise... well, unless that freak squid accident happens."

HAVA LA VISTA, BABY

"There is no doubt in my mind that both our artists and 3D engine programmers will conjure up some incredible and unimaginable magic," assures Reynir. "It is one of CCP's greatest strengths that our artists are very technically minded and have great interest and understanding of light theory, which is the underlying foundation for all this. If you have the best graphics hardware in the world and don't understand light, all you'll get are a lot of pixels."

The question remains, though; when will we start to see these upgrades roll in? Well, as we all know CCP doesn't like giving out release dates and the only official word on the matter is that the Trinity v2 project is post-Kali. All being well, a few graphical enhancements may make it into Kali, thereafter we can expect a steady stream of upgrades to trickle into each content patch. By the end of the year this trickle should have coalesced into quite a noticeable improvement, but the entire project is a long-term one, a project that is likely to extend way past the release of Windows Vista and DX10, both due in January 2007. In short, by the end of the year, EVE will be considerably better-looking than it is now. Another year on and it will be almost unrecognizable – but in a good way, of course ☺

All 3D ship models are 'work-in-progress' and are continually being updated by CCP. The models are prospective in-game models of existing ships, and are designed to show how the new graphics engine might render them.

LET'S GET PHYSICAL

Planets are amazing things in EVE. For instance, you'll have noticed at some point in your EVE career that ships can pass right through them. Warp from point A to point B and if a celestial object happens to be blocking the way, your ship will bend the laws of time and space and emerge at its destination with nary a scratch.

"Our collision detection systems are part of the physics engine and are therefore not part of the graphics engine update," states Halldór. "However, we are always looking at the overall impact of our changes and one of the inevitable effects of upgrading one part of EVE is that some other parts will simply look out-of-place and outdated. This in turn forces us to upgrade them. It is quite common when visuals are upgraded that the motion or behaviour of objects has to be upgraded as well – it therefore wouldn't surprise me if we had to address this soon. Seeing highly-detailed spaceships with film quality special effects bumping into each other like bouncing balls and warping through planets does sound like an immersion breaker." Cue many cries for joy.

"That wasn't a definite 'yes', by the way."

Sorry.





☞ The Mioar archipelago on Pator was home to a natural wonder, the Ratu tree. It didn't take the emerging Brutor tribe long to find this tree. People were amazed by the cycles in which it blossomed. Once every three years, the Ratu tree produced fragrant blooms of a deep purple that veered close to black. It's still a mystery how the Brutor learned that grinding the small, bell-shaped flowers to a paste and applying it to the eyelids would cause their thoughts to twist and make them see wonderful things.

The Mahj clan first created the extensive ritual surrounding the Ratu tree. They settled on the shores of the largest island in Mioar and, out of all the clans, experimented the most with the plants available on their claimed territories. Their elders remembered the exodus from the plains and the discovery of their new home with a great feast. One time, the feast coincided with the blooming period of the Ratu tree. The Mahj tribal leaders quickly integrated the Ratu blossoms into the celebrations. Eventually, they were only held when the trees were in bloom, the clansmen naming the festival Mahe Ratu.

The people on the different islands in the Mioar archipelago split into specific clans, all belonging to the Brutor tribe. These clans traded, waged war and forged alliances. In time, however, the Mahe Ratu became a festival they all adopted, a period of seven days in which the entire Brutor clan set aside their differences, laid down arms and celebrated the Ratu tree and its wonderful blossoms.

Eventually, technology levels increased. The Mioar islands' Brutor advanced, aided by the Sebiestor. Cities were constructed; the islands were joined by a web of rails, both above ground and under. Still the Ratu tree blossomed, in vast orchards dedicated entirely to Mahe Ratu. Its hallucinogenic properties had been isolated and refined, but never synthesized. Still, every three years, for seven days, the Brutor Tribe celebrated their festival.

And then the Day of Darkness came and everything changed.

The Amarrians came screaming from the skies. They set down and took all they could, leaving burned buildings and broken homes. The groves survived, as cities and defences had been the aggressors' primary targets. Yet, over the decades, as the Amarrian raids became more frequent, the Ratu trees suffered as their caretakers were decimated. The final stroke came when an Amarrian slave-raid

MAHE RATU

NEW FICTION
BY DANNY LUITJES

coincided with the Mahe Ratu. An entire clan of Brutor, inspired by the frenetic visions the Ratu blossoms forced upon them, rebelled against their Nefantar ceremonial masters. For their crimes, the clan was confined and subjected to months upon months of torture. As the Nefantar had identified the Ratu trees as the cause of the Brutor's uprising, the Amarrians ordered every last one of them burned. Over a period of three days, the Ratu tree was extinguished; every seed destroyed, every stored blossom shredded and fed to the furnaces.

Tribe Brutor wept at the sight of their precious orchards in flames.

+++

He stood in a man-made cavern, where the rails of Mioar had been taken, swept aside in the Amarrian occupier's last spasms of defeat. In either direction lines of people stretched out, waiting for the massive doors to open. Built into the wall, establishments where food was being prepared, the air filled with the smell of charred flesh and boiling fat. He waited as the line moved, getting closer every minute. At his turn, thirty-odd minutes total, the doors slid open sideways and the queue moved forwards into what used to be the tunnels through which coaches were propelled. As people continued, they took small plastic see-through cups filled with a black sludge from waiting tables set into the wall. Kjalti took two, as well as three of the capsules; capsules filled with a liquid that would keep him awake for the next three days.

Mirrors lined the tunnel's walls, merging with decades of graffiti. Following the example of the queuers ahead of him, he dipped three fingers into the sludge and rubbed it across his opened eyes, causing a slight sting. He dragged his stained fingers across his face, creating a pattern that complimented his tattoos, an outward fan dipping sharply down just before his ears. He repeated the movements with the other eye, making sure the black stuff was thoroughly applied. His face began to tingle, the Ratu taking effect. People that weren't Brutor sometimes mocked the Ratu, told them it was X-Instinct in disguise, but Kjalti never believed them. He had to believe that somewhere on Matar a single tree survived, proudly bearing its blossoms as the Brutor bore the yoke of the Amarr oppressors, awaiting the return of Mahe Ratu. The Elders told that story every time. It made him feel proud.

Already aware of the dull thumping that came from the distance, the music that would soon consume him, he walked forward to the lifts that would take him to the Core, the hub at which the spokes of Mioar's ruined transportation system radiated out. He thought about the destruction that was wrought here. When the Amarrians left, they tore out the massive slingshot engines from the Core in vindictive pettiness, leaving a gaping sore in the centre of the largest island in the archipelago. The site had been rebuilt only sixty years before, a massive dome bearing the mark of the Brutor. Funded by a family of Gallentean Minmatar, the Guggonels, the construction of the dome had taken nearly a decade. Underneath, massive machines dug into the sides of the crater, constructing dozens of terraces which would later become marbled squares, each capable of holding nearly ten thousand people. Most of them would be full by now, teeming with hallucinating Brutor.

He entered one of the massive transport lifts, together with some hundred others, and leaned against the rails as he let the Ratu do its magic. He felt the lift move diagonally upwards, and mere minutes later the doors opened. He found himself assaulted with music and was pressed forward by the others in the lifts, thrown into the crowds, strobe light illuminating their dancing forms in staccato bursts of brightness. He started to dance as well, cautiously at first, but as the Ratu penetrated his skin and settled into his body, he began to dance more and more wildly.

After an hour his vision swam with mores of light, sweat already pouring off his bared chest. His head unbearably light, he danced to the beat that lifted him up, that twirled him through the maelstrom of people. He dove into the visions his eyes offered; saw his breath rise as purple smoke, inhaled by other people that met his stares with bloodshot eyes. He turned and twisted to the rhythm, his body possessed of the powers the Ratu granted him. He felt elated, one with all and separate at the same. A girl he

did not know moved beside him and he grinned, spun around, his arm folding around her waist with perfect precision. He looked into her eyes and was met with the same feverish look he knew his face had born for some time. They writhed together now, their bodies intertwined, arms, legs, chests and lips. At last he tore away, stared into her eyes, intentions clear and acknowledged at the same time.

He felt the Ratu rise through his chest upwards, outwards into everything at once. His head was thrown back almost involuntarily, his arms were spread out and he screamed, screamed at the top of his lungs, struggling to rise above the noise:

"Mahe Ratu!"

Around him, people echoed him and soon, the vast corridor was alive with the sound of Brutor, losing themselves.

+++

And so for one week every three years, Tribe Brutor gathers among the bones of Mioar's rails and they dance for the Ratu tree. So Tribe Brutor dreams with eyes open, its faces stained with traces of the past. And so Tribe Brutor remembers that memories never truly die. ☐

A veteran since the dark days of EVE's creation, Danny Luitjes, the author of the Chronicle Hands Of A Killer, has been a regular of The Library forum ever since.

☞ Every seed was destroyed, every blossom fed to the furnaces.
Tribe Brutor wept at the sight of their precious orchards in flames



TWO PARTIES, THREE YEARS AND HALF A MILLION SONGS SINCE IT FIRST STARTED TRANSMITTING, EVE RADIO REMAINS THE FAVOURITE LISTENING POST FOR INTERGALACTIC TRAVELLERS



A senior DJ since the early days, Urban is known for his abundance of body hair, his Sunday night show and an inability to spell his own name properly.

 "OMG 1,577 LISTENERS!!!" screamed Deputy Station Director MrBlades in the EVE-Radio staff IRC channel, as the final battle between Band of Brothers and Kaos Empire in the PvP championships reached its dramatic conclusion. The phrase cut through the controlled chaos of the staff room like an Apoc cuts through a Badger. We all knew something remarkable was going on.

While DJs StarFury and XMAN were doing a magnificent job commmentating and keeping the listeners up to date with the competition, I was on TeamSpeak recording and editing the opinions of the guys from Finite Horizon (who dropped everything to step in and be our PvP experts). Even further in the background the senior managers of the station, Diaego and MrBlades, were desperately trying to keep our servers from crashing and doing shady deals with the data centre for ever more bandwidth to keep up with the unprecedented demand. Simultaneously, a couple of hundred listeners who were not interested in PvP were tuned in to Jus4ck's New Year's party on our other stream. For that brief moment in time we were the 14th biggest SHOUTcast station on the Internet, we were burning 212Mbps of bandwidth (that's four times as much as Tranquillity was using) and in addition to our normal servers we had just hooked up our two brand new P4 machines, each connected to a dedicated 100Mbps pipe. Like the game itself, EVE-Radio has come an incredibly long way in a short time.

RADIO GA-GA 600-600

The original incarnation of EVE-Radio took shape back in the late '90s. Ron Lepp, AKA Diego, set up a little SHOUTcast server so that he and his fellow Polaris (Or ISD as it's now known) members could play around with and entertain each other as they produced enough never-ending piles of support requests and feedback to set up the server and posted the password needed to access it to the Polaris private forums so that any member of Polaris could connect and stream any time they liked," he recalls.

At that time, it was only Polaris that knew of the so it was run by Polaris for Polaris.³⁶

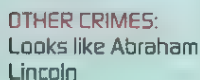
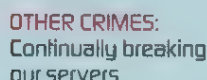
reasons which have been lost in the mists of time, the decision was taken in the summer of 2003 to 'go public'. The new www.vee-radio.com domain was registered in July 2003 with streams going live immediately afterwards. "It certainly didn't exactly make a huge impact on the fledgling Internet music scene. In fact, I remember we were thrilled to be 'on the air' and 'on the net', recalls Ross. "It didn't lead to a flood of new listeners," recalls Ross. "It didn't lead to a flood of new double figures in the listeners column in any year."

RADIOHEAD

[illegible]

The importance of this organization coincided with more important things going on. MrBlades had been in the musical radio game for some time, having cut his teeth with WABC and WBBM along with experience and technical knowledge. He brought something new to EVE-Radio. True to form, MrBlades is not shy talking about himself: "When I started, I brought hard-nosed talk to EVE-Radio and people took notice of that because they'd never heard an abusive, ranty guy on air before. It didn't matter whether they liked me or

YOU HAVE MOSTLY BEEN LISTENING TO...



A close-up, high-contrast photograph of a vintage microphone, likely a Shure 55A, with a silver grille and a black body. The microphone is angled diagonally across the frame. The text "THE EVE RADIO STORY" is superimposed in a bold, blue, 3D-style font across the middle of the microphone. The background is dark and out of focus, with some light reflecting off the microphone's surface.

THE EVE RADIO STORY



DJ NAME: MrBlades

MUSICAL STYLE:
Cheesy crap

PERSONALITY PROBLEMS:
You name it, he's got it

OTHER CRIMES:
Being mean to Angela



DJ NAME: Shora

MUSICAL STYLE:
World Music (her excuse for playing anything)

PERSONALITY PROBLEMS:
Addicted to Competitions

OTHER CRIMES:
Reading when there's housework to do



DJ NAME: Condor

MUSICAL STYLE:
Messier than a game of 52-card pickup

PERSONALITY PROBLEMS:
Misanthropy, gets nervous around Industrials

OTHER CRIMES:
Flies a ship named after himself

ALL THE CARDS PEOPLE SENT WERE VERY WELCOME. I LAUGHED SO MUCH I TRIGGERED A SECOND, MUCH LARGER HAEMORRHAGE

...then, it got people telling other people to listen to it. The show certainly boosted the popularity of the whole station and, with a little help from his long-suffering girlfriend Angela, EVE-Radio had its first Killer App.

SEASONS CHANGE

The station and party scene of 2004 was supposed to be a time of growth and change. The station had a growing band of talented and dedicated volunteers, and the party scene was becoming more established. However, the year was also marked by a series of events that would change the station and the party scene forever. In the summer of 2004, the station was hit by a major crisis. The show, which had been a success, was suddenly cancelled. The reason for this was a combination of factors, including a lack of funding and a change in management. The station was left in a state of limbo, and the party scene was also affected. The show, which had been a success, was suddenly cancelled. The reason for this was a combination of factors, including a lack of funding and a change in management. The station was left in a state of limbo, and the party scene was also affected.

...then, it got people telling other people to listen to it. The show certainly boosted the popularity of the whole station and, with a little help from his long-suffering girlfriend Angela, EVE-Radio had its first Killer App.

HEAVY'S BOON

...then, it got people telling other people to listen to it. The show certainly boosted the popularity of the whole station and, with a little help from his long-suffering girlfriend Angela, EVE-Radio had its first Killer App.

...then, it got people telling other people to listen to it. The show certainly boosted the popularity of the whole station and, with a little help from his long-suffering girlfriend Angela, EVE-Radio had its first Killer App.

WANNA GET LOADED

Flying into 2005 EVE-Radio found itself at a bit of a crossroads, with Doby still recovering and Diego snowed under with his real life work. We also got the news that RinnyWee had been offered a job on the *World of Warcraft* team at Blizzard Europe. While we were of course very happy to hear such good news for her, it did mean that she no longer had time for EVE-Radio. The lack of direction from the management was having an effect on the broadcasts and everything was becoming a little stale. MrBlades, as the only senior manager with any free time, came up with a radical solution. "We organised an emergency meeting for EVE-Radio managers," he says, "where we basically sat down and discussed whether or not we wanted to keep it running. We thrashed out a plan of action and then closed EVE-Radio for two weeks while we restructured. Then we planned to re-open with an extra-special show from me."

Project Reload (that's right, we had given it a funky name internally) didn't get off to the most auspicious of starts. Blades' broadcast gear stubbornly refused to work on the opening night (he claims this was because his cats had pissed on it during the hiatus) but behind the scenes, the changes had the desired effect. Morale improved fast as did the broadcast quality. To put it simply, DJing for and hopefully listening to EVE-Radio was better than ever.

RADIO FRIENDLY UNIT SHIFTER

Three months in the planning, the second EVE-Radio party on the 3rd September 2005 was a tremendous success. I must admit I had a few concerns about the location (being a Londoner born and bred, I find it hard to believe that civilisation exists north of Watford) but the venue at the Kings Croft Hotel in Pontefract, West Yorkshire simply could not have been better.

Wax the Mongrel is now the top party game at any EVE-Radio gathering



Over or the EVE-Radio team - where would your money be on a beer-drinking contest?



Angela, soon to be MrsBlades (he very recently proposed to her), excelled as balloon manager at the Ponty party

...the staff of EVE Radio...
goers were treated to an...
including: 'Gay Chicken'...
rather lovingly gave each other...
where party goers got to sign...
fully this time being modelled by the...
unfortunately. Was the...
chance to... and...
rather hairy back.

In addition, partygoers...
Oveur (Senior Producer), Kari (Art Director) and Matti...
(Lead Programmer)...
"EVE RADIO TEAM" shirts joined the party, despite a little hiccup when...
they failed to get off their train at the right stop (which...
necessitated ISD Bug Hunter Darkage's desperate 120mph...
scramble to collect them). It was great to see them at the...
party and I'm sure they had a great time, although once...
Oveur gets on the mic, getting him to stop is a hell of a...
challenge! An honourable mention also has to go out to...
Knuck for coming all the way from Canada. Everyone who...
attended will remember it as a truly awesome night.

STREAM POWER

As I write this article in February 2006, coming up on my...
anniversary at the station, I realise just how much I...
enjoyed being with EVE-Radio. I have grown...
the name of DJ... the best at the moment is the best...
and... We are not going to... on our...
... you... it...
... service...
... have...
... will be...
... and...
... the...
... innovations, which will no doubt be fantastic for both EVE-
Radio and the community as a whole.

Yeah, I know I'm biased here but I'm really proud to be a...
part of EVE-Radio. For such a small... station...
to have achieved so much... with our...
for the future, I see us going... strength. One...
we might not. One thing's for sure... our...

COMPETITION

Now is your chance to...
win a famous part of...
EVE-Radio history.
We are giving away DJ...
Doby's latex trousers,
worn not only by the...
man himself but by...
the lovely Joetta. It has...
been signed by all the...
guests at the Pontefract party, including CCP. Along...
with this piece of history you will also receive a 50-
day time card and a one-year subscription to E-ON.



To win these prizes all you need to do is EVE-mail...
Urban Mongral with a limerick using this first line:
There was a young DJ called Blades...

The closing date is June 16th 2006 and if I like...
your poem the best, the prizes are yours.
Best of luck everyone.



DJ NAME: Saunders

MUSICAL STYLE:
Anything he can...
reach in the CD rack...
(it's so high)

PERSONALITY PROBLEMS:
More than MrBlades

OTHER CRIMES:
Nicking DJ West's...
L-Plates and giving...
them away



DJ NAME: Xyliana

MUSICAL STYLE:
Hard, Rock and...
Industrial, that is

PERSONALITY PROBLEMS:
Making male listeners...
fall in love with her...
every time she speaks

OTHER CRIMES:
Organises gatherings...
so she can laugh at us

ON AIR

MORE THAN 27,000 HOURS ON THE AIR AND...
THIS IS ALL THEY COULD COME UP WITH?

1) DJ DADDY v THE BREATHALYSER

DJ Daddy bought a breathalyser from Boots and held a sweepstake to see when he would...
be over the limit. Six pints of vodka and coke later, the breathalyser was still saying the...
clearly inebriated Daddy was safe to drive. So he smashed it with a hammer.

2) HITCHMEISTER v URBAN MONGRAL

Hitch got his then wife to tie me up with red rope, then they forced me to listen to Michael...
Jackson! Bastards!

3) EVE RADIO ARMY

The pirates in PF-346 got a terrible shock when a fleet of 100 noob ships attacked and...
attempted to gank them. Grand Admiral Doby lead the noobs to a glorious defeat.

4) MR FLUFFY

MrBlades, annoyed at being told by listeners that he was too mean, responded by...
allowing his nice alter-ego Mr Fluffy on the air. He lasted nearly an hour and a half of...
niceness but the rage eventually surfaced, leading to a 30-minute non-stop rant.

5) JUSJ4CK v ARCTIC MONKEYS

In true Mark And Lard style, JJ pretended that he had the Arctic Monkeys live on his show...
but it turned out to just be him doing bad impressions.

6) NEKKID CHEZA

During one of MrBlades' shows, the lovely Cheza got naked on her webcam for the...
listeners. I have no idea why she did that, but 10/10 for bravery!

7) SAUNDERS GETS LOST

DJ Saunders tried to get over to Urban Mongral's house to do a show with him (a 15-...
minute drive) but due to his inability to use his car's GPS he ended up 130 miles off course...
while we broadcast his increasingly panic-filled phone calls.

8) PRAWNAGEDDON

A special show with MrBlades, Angela, Diaego and long-time ER hanger on, Galazar, took...
an unexpected twist when they all got food poisoning from a dodgy chinese take away!

COUNT TASESSINE



PLAYER PROFILE

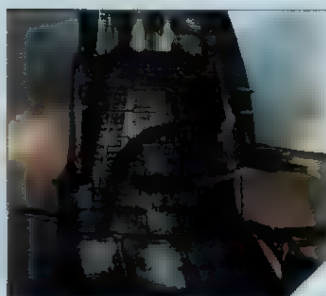
NAME	Count TaSessine
CORPORATION	ISS Navy Task Force (ISSN)
POSITION	Corp CEO and Alliance Chairman
ALLIANCE	Interstellar Starbase Syndicate (ISS)
SPECIALTY	Drone Control / Space Art
SECURITY RATING	0.6
MOST LIKELY TO SAY:	"Stop whining."
LEAST LIKELY TO SAY	"I don't have time to talk right now."



Count TaSessine – or ‘The Count’ as he prefers to be called – peers across a mound of growing data sheets and takes a sip of Quafe from an alliance-branded mug.

As chairman of the interstellar Starbase Syndicate and CEO of its Navy, he sits proud in a glass-fronted office high above a moon in the KDF-GY system, in the first neutral, public y-owned, trade outpost. And surprisingly, having achieved universal fame for one of the most successful commercial operations outs de Empire space, he appears a humble man of few but carefully chosen words.

TaSessine's entrepreneurial skills have helped foster a multi-billion ISK business, where hundreds of pilots buy and sell thousands of shares in two alliance outposts – namely the ISS Marginis and the ISS Borealis, the latter completed early this year and located in P-2TTL (Pure Blind). The difference between ISS outposts and those of other alliances is that ISS's are neutral and funded privately by shareholders. ISS maintain a purely managerial role. It's been a successful venture, with a third outpost due for completion later in the year; the new initial public offering of shares is currently being prepared.



The ISS issued 3400 shares at 10m ISK each in order to build the Borealis outpost in Pure Blind

"Hundreds of people own shares in Marginis and Borealis," says TaSessine. "The profit comes from docking fees and broker taxes on market transactions – all the income generated by the outposts is paid as dividends to the shareholders. ISS makes no ISK, apart from the member fees, which are quite modest. I don't earn anything personally off these ventures."

METAL GEAR

Count TaSessine has not got where he is today alone, although the idea to offer pilots the first civilian alliance was born before he teamed up with his benefactor Serenity Steele.

"At first there was a lot of talk," he recalls, "and we met many people, many of whom had a shared desire to explore 0.0 space. I took action, ran into Serenity Steele (a benevolent billionaire), who thought that the idea of giving people a helping hand to get established in 0.0 was worthwhile. The ISS was born."

The original plan was to create a framework for small corporations to gain neutral access to 0.0 space, since at the time many regions were tightly contested.

"We were flooded with applications," he remembers. "A huge number of empire corps wanted to taste 0.0, but didn't know how to go about it, and this was the perfect opportunity for them. They realised that ISS would also be a good recruiting ground for their alliances, which turned out to be the case."

But, he admits, the offering of shares and the creation of publicly-owned structures was an afterthought: "We realised that, at the time, only an organisation like ISS was in a position to pull something like this off, so we did it. As a result the ISS has seen some incredible successes, commercially and politically, for the benefit of all."

PROFIT MARGINIS

Making money is a dangerous business, and the construction of the two outposts was undertaken under a veil of secrecy. A huge security operation will protect the third.

"Of course, we have to protect the construction sites," he says. "Day-to-day we do encounter some hostiles, but nothing organised. We have the occasional squad camping the systems, but 95 per cent of the time they are clear."

But surely wealthy alliance partners must be uncomfortable with ISS erecting outposts in their territory? TaSessine makes assurances that ISS's mandate is to create and maintain an economical and political framework for independent starbase owners to work in. He stresses that it has no sovereignty or military ambitions, but – for such a huge venture – this has been problematic.

"I feel ISS is walking a thin line, struggling with neutrality on a daily basis," he says. "People don't accept or understand that we don't have territorial ambitions. They think we are rich, whereas in reality ISS as an organisation earns very little ISK, and many people fail to understand that the outposts are in fact owned by the shareholders, not by the alliance."

But he admits he is very proud at the success that he, Serenity, and the alliance have achieved.

"We have around 1100 members, and since we started more than 4000 people have joined ISS to find a foothold in 0.0," he explains. "Many have since dispersed into the existing alliances that we have worked with. So yes, I am proud."

TaSessine drains the last of the Quafe from his cup, checks on his busy itinerary and turns to glance across the stars. Alliance activities have made him a busy, busy man, and he is eager now to continue with the day's work; to continue to lay the cornerstones of a civilian 0.0 society.

The original plan was to create a framework for small corporations to gain neutral access to 0.0 space, since at the time many regions were tightly contested



AEGIS MILITIA

**TEXT: DIGITALCOMMUNIST**

We remember when DC used to be one of the good guys, waiting patiently at the gates into Gehi for m00 ships to pass through. Where did it all go wrong?

30 MODELS BY JOHN AUGAR

FORCE RECON

IT'S A RARE MOMENT IN EVE WHEN SOMETHING TRULY NEW COMES ALONG, SOMETHING WHICH MAKES US STOP AND RECONSIDER EVERYTHING WE KNOW ABOUT WARFARE. THE ARRIVAL OF FORCE RECON SHIPS HAS MARKED THE START OF SUCH A MOMENT — A WEAPON SO DIFFERENT THAT POSSIBILITY ALONE CAN INSPIRE MASS PANIC AND PROPHECIES OF DOOM. NOT SCARED? WELL GRAB YOUR TEDDY, BECAUSE BY THE TIME YOU FINISH READING THIS, YOU SHOULD BE



SHIPS

➡ To start, for anybody who is not fully informed or has otherwise lived in a cave since the release of Red Moon Rising, Force Recons are a Tech II Hybrid Cruiser platform. They have the cloaking characteristics of Covert Ops Frigates, the Electronic Warfare capabilities of their Tech I counterparts, as well as other notable bonuses. One such bonus is Cynosural Field generation, the first ship to offer such services and touted as the main purpose behind the ships' introduction – although from witnessing capital ship warfare in action, I can safely say their impact is negligible in this field, even if they are less clumsy to use. The reasons for this are twofold:

Contrary to what many will believe, moving any amount of capital ships via jump drive is far less intimidating than gate travel. Cynosural Fields become active and usable for gang members the moment they are created, so that any enemies spotting one on the map would have less than the time it takes for the capital ship to load its surroundings and warp to a safer position to interdict it. Oddly enough the 'travel fitting' for a jump drive-enabled vessel includes medium and low slots covered with capacitor recharge modules, allowing it to regain its cap and jump to the next field within seconds. With proper logistics organization and positioning, a fleet of capital ships can be moved across the map undetected. The hardest aspect of this is placing all the fields into correct position, and for that task a quick and disposable Frigate would be better than a bulky Cruiser – especially if said fields are within enemy territory. Fuel cost reduction is moot, since only one use of the generator is required per ship for the method described above.

The second situation in which this 'role bonus' can be used is that of active combat. To put it simply, if you are going to use capital ships in a fleet battle, it is easier and safer to have them warp in at established ranges or send their fighters to assist remotely than to create a field under the enemy's nose. For those reasons and more, I can only say that being efficient in the creation of Cynosural Fields is an afterthought when compared to the real power of Force Recons. ☺



CALDARI

FALCON

➡ To explain the Falcon's niche in combat, think back to any recent fight you may have had which involved Scorpions. No matter who was in charge, a small pause is usually made to discuss or ponder the impact the Scorpion pilot(s) could have on the battle. ECM being so difficult to counter without refitting, and refitting not always being a possibility; this can stall or bring an end to any possible engagement. Many even use it as a deterrent for this reason. Whether or not the choice to steer clear of each other is wise, the image of being helpless to do anything is usually enough to ruin your chances of inflicting damage. However, a Falcon pilot has the potential to be far more useful because not only is the ship more mobile and reactive to inter-system warfare than a Scorpion, but assuming it remains undetected, the enemy will not pause and reconsider their chances of victory.

TACTICS

This is a greater part of warfare tactics that extends to all of EVE (and beyond), where deception and concealment of information allows you to create an engagement on favourable terms. If you are in a dominant position with clear superiority, all your efforts should be spent on hiding that fact from your enemy and presenting yourself as weak. You have to bait properly. For this to work you need to show serious restraint when piloting a Falcon and remain cloaked even when an easy target presents itself. In other words, do not blow your cover trying to chase a Frigate.

Do not decloak to target jam negligible threats. Do not decloak just to approach the gate faster with MWD. Do not dock at stations or check other systems frequently. Why? It's very simple; the moment your enemy sees what you're in, you might as well be in a Scorpion (which is insurable) or a Rook (which is more effective).

Assuming the presence of a Falcon is not discovered, you have only one choice to make. To tackle, or not to tackle? As mentioned earlier, the Falcon is quite terrible for dealing damage. It has no bonuses for it, and even manages to have one less missile hardpoint than its predecessor, which was not very impressive to begin with. Combined with the cap drain of ECM modules, if you fail to victimize the target, you can end up in a pod very quickly. For those reasons, I advise maintaining as much distance as your target

jamming skills will allow. The Falcon is more of a support ship than anything else, and requires team-mates to do the things it can't. It should not be used to tackle with except where absolutely necessary or safe.

SETUPS

High slots should always consist of one Covert Ops Cloaking Device II, two missile launchers and either a medium Nosferatu or Frigate class turret. It is, at best, a defense against interceptors or a way to kill mining barges. The three low slots should always have one or more Capacitor Power Relays to sustain the mids. Other viable options include Nanofibers (only with a microwarpdrive configuration), Armour Repairer (only with a plate added), and WCS (only if you don't mind being a coward).

For the solo configuration I don't recommend using any less than four ECM modules because of the inefficiency of using anything else. However, if you have proper information and are hunting down a specific individual's ship, removing the multispectrals for more holding power is a good idea.

Being able to disable a large number of hostiles is much easier than trying to evade all their firepower, so the speed boosts are not necessary. Adding the plate gives you more durability without sacrificing any of your medium slots, but repairing it afterwards without any remote effects in the gang can be a hassle.

SOLO/SUPPORT

1 x 20km Warp Disruptor, 2 x race-specific ECM, 2 x Multispectral ECM, 1 x Sensor Booster, 1 x 10mn Afterburner/Microwarpdrive

FLEET

4 x race-specific ECM, 2 x Multispectral ECM, 1 x Sensor Booster + 1600mm armour plating in low slot



GALLENTE

ARAZU

→ The Arazu shares many of the techniques and tactics common to Force Recons, with one key exception. Its purpose is not only to disable the opponent's vessel and render it useless, but to hold it there long enough for support to arrive. This requires that you maintain a perfect balance of range. Especially since many of the threats small ships face come from being too close to a much bigger and stronger ship, leaving it vulnerable to things like webs and energy drainers.

TACTICS

Keeping in mind that the Arazu gets a bonus to Sensor Dampeners, and warp jammer range, it's only logical to conclude that this is one

Gallente ship which is clearly not intended for close-range duty. Because of the marginal benefit to range resulting from the use of 'stock' modules, you must always balance your distance between what is too far (and thus out of disruptor range) and what is too close (and thus within locking range). Staying aligned and ready to warp out is the best defense you will have. You can have negative impact on your ability to stay in the correct range

from the target. To minimize the effect of this, try to align towards celestial bodies such that your path of movement is exactly perpendicular to the line connecting you and your target. 25-30km should be the optimal range to stay within, or 40-45km if you are using the best faction gear. Two Phased Muon or Tech II Sensor Dampeners with decent skills will bring a single Battleship down to roughly 10km lock range if it has no counter, but with only six medium slots for use, disabling more than two enemy ships can be difficult. I prefer to use a combination of one Tracking Disruptor with two Dampeners, but a multispectral Target Jammer can be more effective if you are fighting non-Battleship vessels.

SETUPS

Because of the bonuses to Dampeners, they're much better for use on this vessel than any other, and fitting different modules would seem like a waste. This also means that railguns are necessary to hit anything at longer distance, and there is only one choice which has the range and damage you need – the 250mm II.

A solo setup should be designed to give you the capacitor longevity needed to sustain all modules for an extended period of time, because your maximum damage output will hover around 200 DPS which is slow to break through strong tanks.

In a supporting role, depending on whether your targets are small or not, and how many there are, you may want to exchange the Sensor Booster for another Warp Disruptor. In fleet engagements however, mobility and security should be sacrificed for holding power, but keep in mind that holding many targets at once without Dampeners paints a big target on your arse. Battleship guns will track you. ☹

SOLO

1 x Warp Disruptor (domination or other faction preferred),
1 x Tracking Disruptor or Multispectral Target Jammer,
2 x Phased Muon Sensor Dampeners, 1 x Sensor Booster,
1 x 10mn Microwarpdrive, 1 x Medium Armour Repairer,
1 x Power Diagnostic Unit, 2 x Capacitor Power Relays.

SUPPORT

2 x Warp Disruptors (faction preferred), 2 x Phased Muon Sensor Dampeners, 1 x Sensor Booster, 1 x 10mn Afterburner, 1 x Medium Armour Repairer, 1 x Capacitor Power Relay, 1 x Active Explosive Armour Hardener (55% preferred), 1 x Energized Adaptive Nano Membrane II

FLEET

Simply rearrange the medium slot configuration to 3 x Warp Disruptors, 2 x Phased Muon Sensor Dampeners and 1 x Sensor Booster

MICROWARP

RAPIER

→ This ship is a menace to support fleets, no arguments about it. The one thing which all Frigates and Cruisers need to stay alive in a large fight is velocity. Without enough transverse, the big guns start connecting. Unlike the Arazu, the improvement to stasis web range is massive and the effects always come as a surprise. Because the bonuses are to Webs and Target Painters, you are not really hurting the target in the traditional sense, nor are you disabling his ability to damage you and others. For that reason a Rapier is always best when paired with a ship that can take advantage of these factors – such as one using Tech II ammunition, where tracking or signature resolution is penalized by default.

TACTICS

To effectively clear the area of anything which could be considered a 'Frigate swarm' taking note of Microwarpdrive cycle time is the key. With

some lucky timing you will be able to fire off two volleys from your artillery while the target is only crawling slowly and within its own signature radius. This assumes the target will turn it off, and even then simply moving away will have the same result – guns track. I prefer artillery for its single volley damage over slowly pecking away with autocannons, even if its somewhat riskier with the pitiful tracking. But that would be part of the benefit of piloting a ship that can make smaller targets more visible for bigger weapons; you can get away with it. The reach is also important to have, you don't want to immobilize people 30km away and spend valuable seconds moving to within a sixth of that distance just to deal damage, especially if there is more than one target. Unlike hybrid weapons, one ammo type (EMP) can work well for all ranges with artillery falloff, so there is less of a demand for precision on range.

SETUPS

For every situation, my high slots would consist of three 720mm Tech II artilleries with a Covert Ops Cloaking device. If you don't like the idea of using reactor control units just to fit these, removing one for an assault launcher (or heavy launcher with precision missiles) is an alternative. It also increases your anti-Frigate defense, if any manage to sneak in very close. Low slots consist of a medium Armour Repairer, and two energized adaptive nano membranes. Tech II is a must. The fourth low slot would obviously be the reactor control, or a relay, depending on weaponry.

The goal is simple; do not use Target Painters unless you are providing support for much larger ships in a group. For smaller skirmishes or if you are not expecting any swarms, the favour should go towards more Webifiers – any other form of electronic warfare to disable the target is a large benefit even without a specific bonus.

SOLO

1 x Warp Disruptor (domination preferred because it will match your maximum web range), 3 x Stasis Webifiers (86% effectiveness or greater), 1 x Sensor Booster, 1 x 10mn Microwarpdrive

SUPPORT

1 x Warp Disruptor, 2 x Stasis Webifiers, 1 x Target Painter, 1 x Sensor Booster, 1 x 10mn Afterburner

FLEET

2 x Stasis Webifiers, 2 x Target Painters, 1 x Sensor Booster, 1 x 10mn Afterburner



AMARR

PILGRIM



➡ The Pilgrim is by far the most solo-centric of the Force Recons, because it has the greatest capacity for survival and versatility. Capacitor warfare is a valid method of disabling most ships, but with only the medium Nosferatu it can take a while. During that time, you will be making use of all the energy gained to stay alive, which is much easier when you have five slots devoted to tanking – far more than any other in the class.

TACTICS

Using a Pilgrim properly requires that you understand how much of an impact your Tracking Disruptors will have on different turret types. It also requires that you constantly keep an eye on your drones. Other ships can cloak and warp away in a bad situation, but doing this with a Pilgrim means leaving behind all your firepower. Capacitor denial itself can have a varying degree of effectiveness. For example, if your enemy is Caldari, chances are the missiles won't stop streaming towards you even if his capacitor is dry – and the Tracking Disruptors will be worthless. But if you are comfortable with using Ishtars, then the Pilgrim will not be very different. The cloaking and surprise is not crucial to the actual fighting, but it definitely allows you the freedom to engage on your terms. The most difficult decision to make is who to drain first when being swarmed, and

how much. Frigates are the quickest to run dry, which may allow you to escape if their scramblers deactivate, but it may also mean that you are not stealing enough energy to support an active tank. Also, escaping once will not mean much if you allow yourself to be pinned at the next location, because the chances of getting away again without any drones are far worse. Another problem to consider is that without the range bonus of the Curse, medium Nosferatus don't reach out very far. The majority of Pilgrim pilots will have to settle for a mere 12km, which is short enough for frigates to avoid while keeping you pinned.

SETUPS

Because of the limited slots and lack of laser bonuses, there is only one efficient high slot configuration. The only differences between Pilgrim pilots will be in the quality of the three medium Nosferatus. The lack of turrets also means you don't need to balance tanking modules versus heat sinks for the low slots. To minimize the number of active modules and maximize the resists, I choose a combination of one medium Armour Repairer, one active Thermal Armour Hardener (55% if possible) and two energized Adaptive Nano IIs. A relay can fill up the remaining low slot so that you have at least some way of running your modules if the enemy stays out of range. ☺

SOLO/SUPPORT

1 x Warp Disruptor, 1 x Stasis Webifier, 2 x Tracking Disruptors, 1 x 10mu Allorunner

FLEET

Exchange the Stasis Webifier for a third Tracking Disruptor, and only use Nosferatu defensively



FORCE RECON SHIPS AT A GLANCE



FALCON
Hull: Blackbird
Developer: Ishukona
Number in Service: 304
Average price - all regions: 182,600,000 ISK



ARAZU
Hull: Celestis
Developer: Duvalle Labs
Number in Service: 205
Average price - all regions: 124,000,000 ISK

MODULE / EQUIPMENT BAYS				BASE POWER VALUES				DAMAGE RESISTANCE SHIELD / ARMOR				SKILL BONUS				TARGETING			
HIGH SLOTS (TURRET / MISSILE)	MED SLOTS	LOW SLOTS	DRONE BAY (m²)	MAX WIELD	POWER GRID	CAPACITOR	BASE SHIELD / ARMOR	EM resist %	EXPLOSIVE resist %	KINETIC resist %	THERMAL resist %	CRUISER (RACE SPECIFIC) (per level)	RECON SHIPS (per level)	BASE TARGETING RANGE	SCAN TARGETING RES	SENSOR STRENGTH	SIG RADIUS		
FALCON 4 (2/2)	7	3	0	170ms	700	875	1425 / 850	0 / 60	60 / 10	55 / 44	60 / 72.5	ECM Target Jammer Cap use (-10%) ECM Target Jammer Opt Rang (-20%)	ECM Target Jammer Strength (+5%) Cloaking Device CPU (-100%)	120km	200mm	Grav. 28	180m		
ARAZU 4 (3/1)	6	4	48	180ms	750	925	1000 / 1150	0 / 80	60 / 10	70 / 67.5	40 / 51	Medium Hybrid Turret damage (-5%) Remote Sensor Damper (+5%)	Warp Disruptor Range (+10%) Cloaking Device CPU (-100%)	112km	216mm	Mag. 26	162m		
RAPIER 4 (3/1)	6	4	40	200ms	750	875	1175 / 850	50 / 85	60 / 10	40 / 25	40 / 51	Med Projectile Turret ROF (+5%) Target Painter Effectiveness (+7.5%)	Stasis Webifier Range (+60%) Cloaking Device CPU (-100%)	100km	220mm	Ladar 24	132m		
PILGRIM 4 (3/0)	5	5	75	175ms	850	1000	700 / 1600	0 / 80	80 / 80	55 / 44	20 / 35	Tracking Disruptor Effectness (+5%) Drone Hit Points and Damage (+10%)	Energy Vampire/Neutralizer transfer (+20%) Cloaking Device CPU (-99%) to -100%)	104km	215mm	Radar 24	156m		

CONCLUSION

There is something to be said about a ship which can appear out of nowhere, immobilize its victim and disappear just as fast: it's a great tool for pirates. Its so effective for pirating, that it lets you do something which has not been possible for years. Move to other systems, while criminally flagged and avoiding sentry fire. Of course, there is a large amount of risk associated with sneaking in and out of gates which can melt your hull on first sight. Approach from a bad direction and incoming warp traffic will decloak you. Other carelessness can involve billboards and bumping but, theoretically, you should be able to expand your 'legitimate business' to a larger market simply for the time you will save by switching to Force Reconsl

Whether or not your personal experiences will include the trashing of security status and ransoming of innocents as mine have, they are bound to be good. I should also mention that being clever and sadistic is an unwritten prerequisite for piloting one, because a paranoid enemy lacking in intelligence is more susceptible to misinformation. An example of this would be pointing out their ship types by using your long range scanner and watching the number of drones deployed increase, as you approach for an entirely different gate. But before I give away too much, keep in mind that under the right circumstances you are no more vulnerable in a cloaked ship than you are docked at a station. If you allow yourself to be shot down, it is because you willingly removed this protection and placed yourself in a poor position. Powerful setups can give you the edge, but ultimately it's your technique of sneaking around which will determine how dangerous you really are. G



RAPIER
Hull: Blackbird
Developer: Bellicose
Number in Service: 171
Average price - all regions: 144,686,687 ISK



PILGRIM
Hull: Arbitrator
Developer: Carthum Conglomerate
Number in Service: 307
Average price - all regions: 141,040,000 ISK

Special Subscription Offer

EON

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MASSIVE
POSTER

To celebrate we're offering a free gift to all our subscribers, a massive poster of all the EVE ships to scale — from the massive Titans to the smallest Frigates. Created by j0sephine of Reikoku [BoB], this poster will be in full colour, and on the reverse... well you'll just have to wait and see.

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Coming 7th July 2006



with thanks to

 REIKOKU

 BOB

E-ON MAGAZINE

HONOURING EVE'S PAST, CHRONICLING ITS PRESENT, REVEALING ITS FUTURE

☞ The plan was straightforward: hide in the Fed long enough for Papa Bei's men to lose my track. Solid. Simple. Shoulda worked. But when I heard the knock on the door of this shithole of a hotel I had chosen as lair in the Oursulaert Fed Navy Station, I didn't even need to check the vidscreen to know who was out there. I opened. No need to delay the unavoidable.

Mr. Jesabal himself, no other. Papa Bei's left hand. The one that gets dirty.

He stretched his thin lips. "What a surprise to find you here in Oursulaert, Mr. Ranchel. Aren't you supposed to be in the Wildlands, delivering Mr. Bei's stash to our Thukker customers?"

"Mr. Jesabal, I... I was just about to..."

He raises a hand, slowly. "May I come in?"

Two of the Amarrian mountains he has for goons follow him inside, pushing me to the back wall. A third mountain blocks the door, another three standing guard in the dimly lit corridor.

"So, Mr. Ranchel. We have you, which is to say we have Mr. Bei's property back.

That is good. But with this delay, our Thukker clients have cancelled the deal. That is bad. Do you see where this leads to?"

"I..."

My tongue freezes under his stare. "We trusted you highly, Mr. Ranchel, despite your Gallente blood. I assume you know the price of betrayal?"

It's all over my face. Of course I do.

"Exactly, Mr. Ranchel. And yet... it is written that even the worst sinner deserves one last chance to redeem himself." He nods to one of the mountains. "God's Will be done unto you: one last chance you shall have. You will sell Mr. Bei's stash and bring us the money in five days, as was your duty, or you will face God's Wrath."

+++

Five.

Thukker's deal is botched, so it will have to be in the Fed. I used to be good here, a few years ago. Top of the line. Back then I could have unloaded the stash at the right price without breaking a sweat, but that was before I joined Papa Bei's payroll and moved to Amarr. Most of my local network is gone now, the rest is rusty, and nobody around here owes me big favours anymore.

Five days and counting. I massage the back of my neck, the fifth cervical, where Mr. Jesabel's grunt made the needle bite. I can't run away now.

I don't know where Papa Bei gets it from, or even what it is. I know very well what it does. God's Will, they call it. Like being strangled by a silk cord, while molten lead is poured in your spinal cord. You can't scream for all your pain; you die when your lungs burst out. It starts five days after the injection, unless they give you the antidote.

Who do I know in here that is moving and shaking big time? That Intaki filth. Wirokai.

+++

Four.

"For old time's sake, man," and damn I hate begging. "Please? I need three-point-five, that's what the Thukker were going to pay."

"These are not the Great Wildlands here, mate. This is the Fed," says Wirokai with his sly Syndicate smile. In these two years he has risen to the top of the Essence chemical food chain. "In here, I can give you two-point-seven thousand Isk per dose and buy half your stash... or I could give you two thousand Isk per dose and buy everything you've got."

He's got his whole fist up my ass, and he knows that I know. He likes it. Intaki sonuva...

"Damn it, man, at least gimme three thousand Isk per dose, or I'm a dead."

He shakes his head. He says something about big volumes and low prices and depressed markets and he smiles and spreads his fingers. Intaki filth... I'll kill him later; I need him alive. For now.

"Deal, man," I sigh. "Half the stash, two-point-seven."

GOD'S WILL

NEW FICTION
BY FRAN MACJUS

He smiles. "Done."

No need to fake like I have the luxury of pride anymore. "Anybody else you know who could buy the rest?" I beg. "Please? I'll owe you one."

He writes a name. "Friend of a friend. Maybe he's buying. Perhaps."

+++

Three.

Friend of a friend ain't buying. "Nah. Crash ain't selling good no more these days mate, except among the rich and mighty. Normal people want to forget now, forget all this crap about the Fed and democracy and freedom to vote the same corrupt clowns all over again. Amnesia, that's what the masses want, not speed or being sharp'n'awake. Got Blue Pills or Sooth Sayers? I'll buy all the Blue Pills you've got, just name your price. Crash, 's only good for pop stars and rich kids, and I ain't got none of them among my clients."

I ask him to call me if he knows somebody who's buying. Friend of a friend nods. We both know he won't call back.

Where, damn it, where? Where are the clients? Serp space? Syndicate? Who wants to party, who has the cash?

+++

Two.

"You really look like you need a drink, my friend. Here, on the house," says the Brutor pouring me a Pator Red Sky.

Down in one gulp. Lil' cough.

He laughs. "Now that's the spirit! Almost Matari, like! Another?"

Yeah. Gulp. Agh. My stomach doesn't want it. I do. Bad.

"So, my Gallente friend, what's the deal? Why so serious? Giggling is your brethren's trademark..."

For my brethren's sake, all I can produce is a bitter chuckle. "Now that's exactly what I want to know, my esteemed bartending friend. What's the deal with Yulai? This place used to be packed! Where's all the frickin' people with billions in their wallets?"

He sweeps a non-existent speck from the polished surface. "It is not what it used to be, that's for sure... but it ain't so bad, either..."

Two Red Skies up my head and I'm 'bout to die real ugly so let's cut the crap: "You wouldn't happen to know somebody with a serious Crash deficit, along with a good nice phat Isk-oozing wallet with which to correct said deficit, now would you?"

He glances to the left and he glances to the right, and attempts what Brutors surely think is a low whisper: "Well... we don't get as many clients with as much Isk as we used to get... yet I still could use a handful of doses for my fine establishment... and I might know a couple of others with a similar need... I'd buy you a few dozen at, let's say, a thousand'n'half Isk per dose?"

☞ I don't know where he gets it from, or even what it is. I know very well what it does. God's Will, they call it. Like being strangled by a silk cord



Heck, this crap is hopeless. A thousand and a half? When did prices drop so low? I shake my head. I finish my drink, and stumble out.

Man those Red Skies hit, and my stomach is swirling. I throw them up at the doorstep of his fine establishment. Damn it, damn the new highways, and damn Yulai! It was a mistake coming here, damn it...

I can feel God's Will spreading its tendrils through veins and bones. With every heartbeat the clock ticks. Focus, Ranchel, focus. No more Monsieur Nice; I ain't got time for this crap. Back to the new King of Crash

+++

One.

"Told' ya, mate. I'll buy the other half at two-point-seven per dose."

"No. Not two, but four. Four-point-seven..."

Wirokai laughs "Snorting it all yourself is no way to unload Papa Bei's stash..."

"...or I get up, walk straight to the Customs office, give myself in, give them the stash, and confess I work for you. And I bring you down."

He does not laugh. "You wouldn't."

"Wanna bet? How much?"

"Why the fuck for? You will die locked up!"

I shrug. "And? I'm dead tomorrow, anyway. Unless you help me. Help me, we make business. Don't. I bring you down."

He glances at his goons to the right. "You may die much sooner than tomorrow..."

My turn to laugh, pointing at the people in the restaurant. "And what will you do with all these witnesses? Kill everybody? And then wipe out this whole Fed Navy Station? Wake up, Intaki: lay a finger on me, and somebody will tell Papa Bei it was you... to steal his stash from me, of course. What other reason could you possibly have?"

Hate has paralyzed his tongue and he's grinding his teeth to dust. Good. That's how I like my clients: speechless.

"Four-point-seven, or your filthy Intaki skin," I spit at the floor and point at the spit, "is worth less than that. Got a deal?"

He manages to croak: "Deal. Four-point-seven."

"Deal. Now."

+++

Two hours

I fumble with my banklink and drop it over the table; I'm too fucking scared to hold it right.

Mr. Jesabal picks it up, slowly... slowly turns it around... hurry up you Ni-Kunni scum!... slowly looks at it as if it was the first he has ever seen...

"I assume it is all in here, Mr. Ranchel?"

"Y-yes... p-please?" I gurgles.

He takes another eternity to link my bank account. The zeroes climb up.

"Impressive," he raises an eyebrow, "over the target by half a million?"

Fear is holding my throat and I cannot speak. I manage to nod. Please? It has to be enough, all that much...

"We will only take our fair share. Mr. Ranchel; God frowns upon greed. The extra half million is rightfully yours." He keys the quantity, and the zeroes roll back. He returns me my banklink

"But... then..."

He smiles his faint Ni-Kunni smile. "It is amazing how just the sting

of a little needle motivates a man to do his best, and more, to redeem himself. You are free to go, Mr. Ranchel."

All this... played like a puppet?

He casts his eyes down. "God's works are subtle indeed. It is humbling to behold how the fear of His Will motivates the sinner to repent, to try and avoid His Wrath." He raises his stare. "Good day, Mr. Ranchel. Be gone. Now."

I walk towards the door. Twenty steps waiting to feel one of the mountains' lasers frying me from behind. Nothing happens. I'm out.

+++

Out.

I started to run right after leaving. Ran like hell until I couldn't anymore, then I stopped, then I sat down on the floor somewhere, then fear released his claws from my guts, then I vomited all over the place. And for the first time since the bite of the needle, I fully emptied my lungs

I hold my banklink right. I'm modestly rich, somehow, and somehow I'm still alive. Gotta get me some new clothes and get the hell outta here fast. Somewhere, anywhere, but fast.

Standing up is a torture, though. This little being-a-puppet-of-God's-Will joke has left me weak like hell. My legs and arms are cramping from the run. My throat, it's hard t-to... b-breath... like a tightening s-silk rope around m-my... n-neck... [E]

A registered pod-pilot since February 2005, Fran Macjus has written more than 30 short stories for The Library section of the EVE forums. More recently, Fran has teamed up with other EVE writers to work on a new novel, Barriers.

HILMAR V. PÉTURSSON

CCP STARTDATE: March 2000
POSITION: Chief Executive Officer
AKA: 'Hellmar'

WE SIT DOWN WITH CCP'S
MANDARIN-SPEAKING FISH-
LOVING GUY'NOR, THE BIG CHEESE,
THE CHIEF, THE BOSS MAN, GAFFER,
HEAD HONCHO, ARCHLORD, BIG
KAHUNA, SUPREMO CROWD
CONTROLLER... THE HILMARNATOR



AND WHEN YOU'RE
NOT WORKING..?

What music do you listen to?

me there

Favourite books?

Gene by Richard

we are spending way too much
in read books

in the style of me

One Hundred Years in

Children of cause by

read *The Ve*

What movies do you enjoy?

watched the most...
was Ladder

Do you support any sports teams?

...rest in sports

What games have impressed you most
throughout the years?

How did you arrive to become CCP's CEO?

Probably due to the Peter Principle :-). Well, it's a long story actually. I was initially hired by CCP to run the programming department. After Matti and I established the initial technology foundation for the game, I started dabbling in 3D programming, only because we had no one else to do it. After discovering it wasn't all that complicated, I started to write Trinity, CCP's 3D engine. By the time I was finished, CCP had grown so much that just running the programming department by itself had become a full-time job. Through that I became heavily involved in game design, since the barrier that separates it from technology in a game like EVE is very thin.

All this close collaboration with programming, art and game design departments gave me unique insights into the entire team's interdisciplinary dynamics and needs. By the end of 2003, CCP had reacquired the publishing rights to EVE Online, and it was time to focus the company on making EVE the success we truly believed was possible. I was asked to become the CEO and reluctantly accepted. I recently read this comment from Eric Schmidt of Google "...don't become a CEO because you think it's a good thing; do it because it's a necessary thing". It elegantly describes the situation.

What sort of boss are you?

I hope I am regarded as an honest one – I certainly try very hard to be. I also strive to lead by example. Being the CEO of a company composed of brilliant, talented individuals is much more of a service than a dictatorship, actually. So if I had to classify myself, I would be a servant of the employees of CCP, our customers, and our shareholders.

You've held many positions at CCP; which has been the most enjoyable and which the most stressful?

In general, I'm so adaptive to my surroundings that I tend to find something enjoyable in anything I'm doing, although I must admit that I miss the days of programming. 3D engine programming, in particular, is a very feedback-oriented process – you always have a good indication of whether you are doing good or bad things immediately. It also involves a lot of communication with artists, and when art and engineering come together, you get magical results. Kjartan and I had some great times designing the market system in EVE. That was one tough nut to crack. It took us months to refine the core system to what you see in the game today. The final product is really simple and elegant, so much so that it doesn't really seem to be an idea or something that was designed all, which is always the hallmark of good design. Another enjoyable time was when we were laying down the final foundations for the EVE server in early 2003. We spent many sleepless nights monitoring the servers, spotting bugs and architectural problems and then fixing them. My stint as producer was also nice—community relations in the early days were quite biblical at times (Old Testament style), complete with role-played bugs and manual intervention—does anyone remember the Jovian deep space stasis web experiment gone wrong? :) After I took the reins as CEO, I found enjoyment in growing the company, both in terms of the financials and in finding great people that I could convince to join CCP.

Not that we're suggesting your time is soon to end, but have there been rumblings of a successor... has a trusted aide asked you to step outside in your Navy Apoc?

Rumblings? Oh, you mean like 'Why is a programmer running the company?' Sure we've had such rumblings; however, they have a tendency to quickly die out when people hear of the time when I beat all of CCP in an arm wrestling match (something I will never be able to repeat – how I managed to take down Friggi is still beyond me). A trusted aide asking me to step outside? Er tu, Brute?

If, before EVE had launched, you had somehow known it would have taken three long years to secure 100k subscribers, would you have continued?

Absolutely. I actually signed on in March 2000, when it was widely believed that making EVE was just not possible. It was like the engineers at NASA: they initially didn't believe that going to the moon was possible, but they went ahead and did it anyway. Or take the example of a bumble bee: you can mathematically prove that it can't fly, and yet still somehow it can.

The mere creation of EVE Online – let alone reaching 100,000 subscribers – were never final destinations by themselves. They were just milestones on our trek towards world domination. The journey thus far has been an amazing one, and I see many more milestones on the road ahead that I look forward to reaching, no matter how long it takes.

What has been the highlight of your time at CCP?

There have been many great times at CCP, so it's difficult to select any one over the others. Watching Trinity run for the first time with actual art department-made content was a huge thrill. Turning on the servers in May 2003 and not having them fall apart was nice (especially after having watched the Beta Tests Armageddon event resulting in a complete melt down). EVE's one-year birthday party was a great moment. Turning CCP profitable in 2004 was a real Champagne opener. Last month's Thorablót was just awesome, and a true testament to how far CCP has come.

Your old office had a lot of Elite memorabilia about the place... you were a fan?

I want to be, but I really can't say that I am. I played Elite for the first time on a PC – not cool. I remember playing some good space games on my Sinclair Spectrum though.

So what does the CEO of CCP do on a day-to-day basis? Play EVE? Drink coffee? Poke Nathan with sharp sticks?

Nobody plays with sharp sticks around Nathan, at the risk of puncturing his inflatable doll! There is no typical day for the CEO of CCP. I do everything from cleaning our reef aquarium to communicating with our Chinese partners or the Icelandic government. My main goal for the past two years has been to find people to take over as many of my jobs as possible. My ultimate goal is to delegate everything so that I have time to build a new coral reef aquarium here in our new offices.

Do you think it risky that CCP has all its eggs in one basket? Shouldn't you be working on EVE 2, or some generic fantasy MMO by now? Isn't it slightly insane, the resources you pour back into EVE?

I would say it makes perfect sense. I would actually use the word 'insane' to describe someone that didn't stick with their product through tough times, who failed to do everything humanly possible to make it reach the success it deserves (I am using the phrase 'humanly possible' loosely here, btw).

If 2006 is China, new graphics and Kali, what's on the cards for 2007?

It will be the year that the number of EVE subscribers will exceed the population of Iceland. That will probably be a world first: a software company creating a service that is subscribed to by more people than the total number of inhabitants in its home country. Big fish in a little bowl we will have become by then. In 2007 we will also launch the Windows Vista version of EVE Online, which will be quite a milestone in the EVE experience. We also estimate that by 2007, CCP will have increased enough in strength to make the really big strides in development that we've always intended to do. Who knows? We might even have time to create atmospheric flight or walking in stations in 2007. ☺

INSIDER'S GUIDE TO ISD PART 1: STAR

IF THE COMMUNITY IS THE LIFEBLOOD OF EVE, THEN THE VOLUNTEERS OF THE INTERSTELLAR SERVICES DEPARTMENT (ISD) MUST BE ITS HEART – MONITORING FORUMS, SEARCHING FOR BUGS, RUNNING EVENTS AND HELPING OUT THOSE IN NEED. SO WE THOUGHT WE'D TROMPET THEIR GALLANT DEEDS. IN THE FIRST OF A LOOK AT THE ROLE OF ISD, WE CAST OUR EYES TOWARDS THOSE SHINING BEACONS OF LIGHT CALLED STAR



TEN-SHUNL

This guy knows a thing or two about ISD, especially since he's been an active member of STAR since August 2003. A Captain, no less. Ten-shunl

➡ The Interstellar Services Department (ISD) is a division of CONCORD which is often forgotten about, or at least ignored, by the various denizens of the galaxy. On paper, it is an administrative wing, responsible for keeping CONCORD's records up to date.

Due to this anonymity, however, ISD's responsibilities have morphed, and it is now tasked with handling matters which require a subtle finesse... something that other CONCORD departments, shall we say, lack the skills to accomplish.

While DED operatives are loudly chasing wanted terrorists through low-security space, ISD is quietly monitoring the communication and data channels. While the SCC is making a very public fuss over high-profile corporate fraud, ISD is watching interstellar politics unfurl, infiltrating factions and manipulating them, and generally making sure the galaxy is running smoothly, or at least 'to plan'.

The role of the Support, Training and Resources (STAR) department of ISD is one of those things within ISD that has changed most over time. STAR was initially founded as a bureaucratic department within an administrative division, a wing of paper-shufflers tasked with processing and filing technical queries from all over the galaxy.

From the huge number of such queries it soon became clear that the pod pilot training offered by all of the galaxy's factions was not enough. CONCORD

officials therefore decided to give STAR a more active role in training. The paper-shufflers were replaced by a network of active pilots from all walks of life, who give up a portion of their time to anonymously provide support and assistance to less experienced pilots.

...BACK TO REALITY

The Interstellar Services Department, (the name of the volunteer program, if you hadn't guessed), has been around in one form or another since the beta test in 2002. It was originally called Polaris, which is why the headquarters and ships of ISD all carry that name. In the latter part of 2003, Polaris was restructured, and took on the form and name it has today.

ISD is made up of several departments, each of which has its own specific tasks. The most well known are the Communications Relay Committee (CRC – the forum moderators), and AURORA, who creates and oversees all the official in-game events (such as when players might be asked to assist a team of archaeologists who have discovered a strange artifact and are being threatened, or where players are asked to assist a local mining company reach its quota in time). Both of these have a fairly high profile because players interact with them on a daily basis.

The less-well-known but equally important departments are ECAID (bug hunters), IC (news reporters) and STAR (Support, Training and

Resources) – the crew tasked with helping and guiding players who are new to EVE.

STAR has had several different names over the years, as it grew and found a sense of identity. It was originally known as CS (Customer Support); however, this was soon replaced with PS (Player Support), to try and avoid confusion with the GMs. It then became PSD (Player Support Department), and finally emerged as STAR when ISD was given its role-played membership of CONCORD.

GRINDING THE FRESH MEAT

Throughout its life, STAR's primary task has remained the same – to help players who don't fully understand the basics of EVE, or are having problems adapting to its ways.

The most obvious channel of communication for new players is the in-game Help and Rookie Help chat channels, which are the most usual first port of call for someone who needs a question answering. A lot of answers come by way of experienced players who spend much of their time in there (many of whom end up as STAR members). Basically, the role of STAR in the Help channels is to answer questions, keep the conversations on topic, find out answers from GM staff or other volunteers if needed, and keep some semblance of order when things might otherwise descend into a minefield of misinformation and chaos. ☹



☞ STAR MEMBERS ARE, AS A RULE, VERY PATIENT. THEY HAVE TO BE TO SURVIVE THE HELP CHANNELS FOR ANY LENGTH OF TIME, ESPECIALLY DURING PATCH DAYS, WHEN THEY ARE JOKINGLY REFERRED TO AS THE HELL CHANNELS



New to the EVE universe and need some help? STAR is for you. Of course, you could always give something back, too

RANK AND FILE COOKIEMISTRESS

CookieMistress has been a member of STAR since mid 2004, and has become an integral part of the team. She is a Commander, and helps the team Captains by overseeing training and conducting interviews, along with the other commanders. She's also jolly nice.



Why did you join STAR?

To be honest, it was because of all the help I got from people. I started out in 2003, and it took me a week to find out how to train skills etc; I wanted to make sure that others didn't lose that much precious skill time. Apart from that, I love to help others – it's satisfying seeing people being grateful over something you helped them with.

Why do you enjoy being a STAR member?

The thank-yous I get as well as the 'peek behind the scenes'. Call me a fangirl, but it's fun seeing what's going on in the different ISD departments.

What has made you stick around?

The people in ISD, the sense of friendship and the straaange humour! Oh, and the players I guess ;)

Any interesting tales about your time in STAR that you'd like to share?

Well, I have seen some strange things, but one that springs to mind was when some guy PMed me on IRC to tell me that an account he sold on eBay was now being used for scamming... He was oblivious of the fact that selling accounts was against the EULA, and when I told him so, he asked me 'then why does eBay sell them?'

RANK AND FILE

To fit in with its links with CONCORD, ISD uses naval ranks. Each ISD department is headed by a Vice-Admiral, who is assisted by a team of captains in leading their team. Below that are Commanders, Lt. Commanders, Lieutenants and Ensigns. What these ranks actually mean is different in each team; however they have similar levels of responsibility ISD-wide.

ADMIRAL: KIERON

CCP's Community Manager (*E-ON#002*, page 52) is the leader of ISD and therefore of STAR. His role is one of support and guidance, however, with the day-to-day management of the department handled by the following...

VICE ADMIRALS: MACAYLE, XAMOTHER

Macayle has been at the helm of STAR since it was first founded, using her experience as a Counsellor in Ultima Online to good effect to shape it into its current form. Macayle is responsible for forming policy and giving direction to the department. She has been recently joined at the top by Xamother, who was previously a long-serving Captain in the team.

CAPTAINS: LIBERTINA

Captains help the Vice-Admirals in the day-to-day running of STAR, by recruiting, keeping things on track and making sure everything is running smoothly.

COMMANDERS: COOKIEMISTRESS, COFFEECUP

LT. COMMANDERS: GLUON, BIES, KINRAN

Assisting the Captains, these brave few are responsible for the training of new and existing members of the team.

LIEUTENANTS / ENSIGNS

STAR has approximately 50 members, and is recruiting all the time.

TOP GREETER

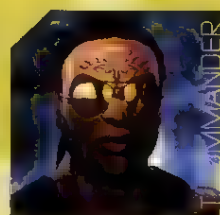
STARs current top greeter is Bies, who has greeted more than 1800 new players (at time of writing).

LONGEST-SERVING STAR MEMBER

Apart from Macayle, the longest serving member of STAR is Xamother, who has been a member of STAR since late beta, almost three years ago!

VOLUNTEER OF THE YEAR

As you read last issue, ISDs Volunteer of the Year for 2005 was Libertina of STAR. Libertina has been a volunteer since the latter half of 2003, and was recently promoted to Captain, which among other things allows her to type with funky green text in the Help channels!



☺ STAR members take a more hands-on approach when they actually greet new players. EVE has a huge learning curve. There is no avoiding it; its complexity is part of its beauty. But to a new player this complexity can seem a little overwhelming. That's where STAR volunteers come in. Armed with nothing but their wits and a list of players within their trial periods, they venture forth and greet.

THE RIGHT STUFF

Greeting involves making sure the player has at least a basic understanding of what's going on, as well as answering any specific questions they may have. It can be a very rewarding experience, as players are often very grateful that the volunteer has spent time with them. However, volunteers have, in the past, been accused of being pirates, or even AIs...

The basic quality required to be a member of STAR is a desire to help people. If you don't get a buzz from such behaviour then perhaps STAR isn't for you. This might suggest that STAR is a department full of warm, fluffy carebears... and yes, it does have its fair share (who are all lovely people), but there is a surprising number of people who walk on the other side of EVE life. Some of them have even been described as griefers...

STAR members are, as a rule, very patient, with very, very thick skins. They have to be to survive the Help channels for any length of time, especially during patch days, when they are jokingly referred to as the Hell channels. Despite the implied dislike of chaotic times, STAR volunteers invariably pull together and help as many people as possible.

There have been some tough times; some patch

days are remembered with fear, with tales told to rookie STAR members to persuade them to 'eat their greens', but thankfully this is a rare occurrence.

Perhaps as a result of this, STAR members are also renowned for their slightly twisted sense of humour. Ask any ISD member who has spent any length of time in the STAR IRC channel what its like and they will probably laugh (either nervously or knowingly).

If you are interested in joining STAR (or any ISD department), then point your browser at <http://myeve.eve-online.com/isd.asp> and tick the appropriate box. Please remember that all ISD applicants must be 18 years of age or older, and will be asked to provide proof. ☺



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THE INSIDER'S GUIDE TO TRADING

PART 3

IN THE FIRST ISSUE OF E-ON WE COVERED THE BASICS OF TRADE GOOD TRAFFICKING. LAST ISSUE THINGS GOT A BIT MORE ADVANCED WITH POS FUEL RUNNING AND REMOTE TRADING. NOW IT'S TIME TO LOOK AT THE COMPETITION AND HOW TO DEAL WITH IT. OR EVEN MUSCLE IN ON THE TRADE ROUTES OF OTHERS...



TEXT: KAAII

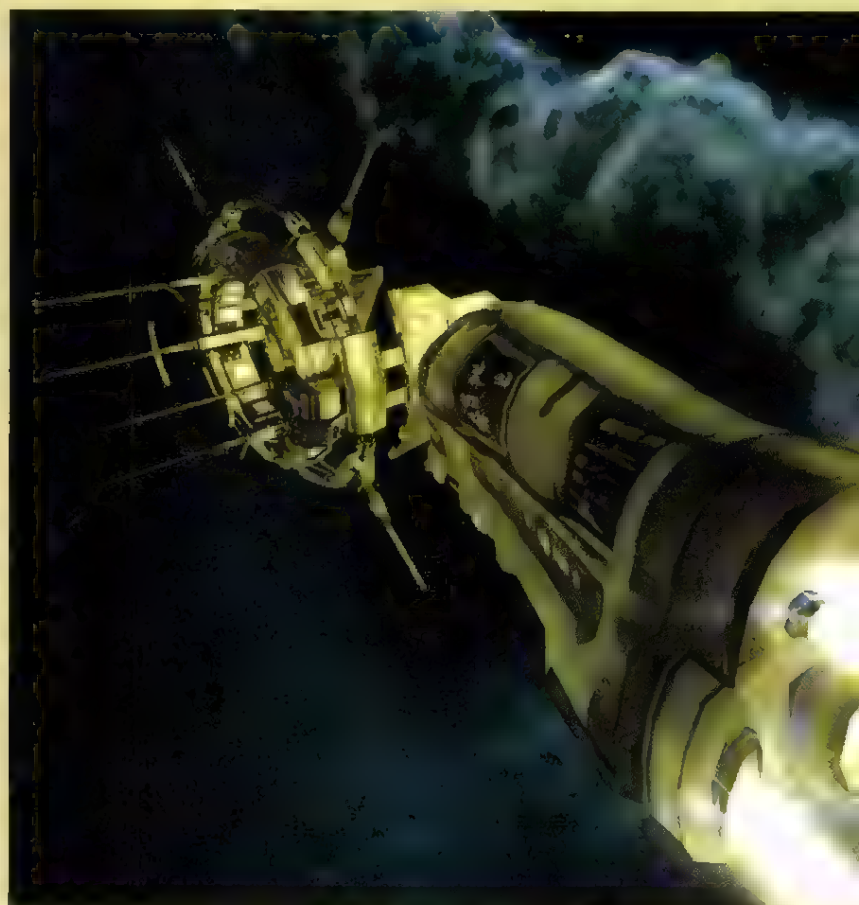
Our first lady of the trade lanes has been quite muted of late. Then we heard she lost a laden freighter in O.O space. Never mind, there are plenty more billions were that came from

☞ You've all seen it; the 'perfect' trade route dries up, gets bought up and leaves you (and your ISKs) stagnating while you scramble to recover. It's what you do when this happens that tempers your mettle as a trader. Assuming you've followed the strategies outlined in previous installments in this fine paper-based product, you should be able to do something about the situation.

Let's say you set a region with a series of buy and sell orders, in addition to a few other routes you regularly maintain. And in your downtime you make a few choice hauls for something to do. Then you notice your buys aren't firing for a few stations. Checking the market screen under the market history, table or graph setting, you observe that the quantities are still moving in or about the regular frequency. (For me the table display is easier to use because I can sort for min/max on quantity and price, by transaction time.) Chances are you have encountered some competition for the route.

The first thing you need to do is decide if the transgressor is just a one-time opportunist, or someone moving in on your territory. Check the market screen and look for sell orders in place at the buy stations that are not taking your sell orders. Should you find some suspicious looking orders, go ahead and buy *one* of the items in question. You can then check your waller for that sale and get their name, and from that, their corporation info, member count and headquarters. Now make notes of this information and watch the market there. It may have been a passing trader, just disrupting your operation momentarily, which should go back to normal in a market cycle or two. But if it is a repeat offender muscling in on your patch you have a few options.

You can add this offender to your friends list, noticing when they log on and off. And watch the market when they come on. Keep an eye on the volume traded for the first few minutes they





are on. They may not have the ability to issue many orders, and be forced to use instant buys instead. You are watching for this.

SCOUT THE COMPETITION

You can convo or mail them, explaining your intent to keep the route they are running for yourself. Depending on your gift of the gab (or intimidating nature) you may be able to convince them to move on.

Or, you can just buy his sell order at the buy station. This only makes sense if his sell order is lower than the ceiling buy for that station, of course. You won't be making much at all, but you will be making some profit. Its akin to having had them buy the goods for you and move them to your station for a higher than normal fee. Younger traders will put up sell orders somewhere between middle and top buy triggers because, a) they can't afford to have that much capital inactive, or b) they just don't know what the ceiling price is. Either way, you can make a fair profit by just 'brokering' his material.

But what if they *do* know the ceiling price? Then attack their supply. They have to be buying from somewhere, just as you do, maybe close by. Move your 'low buy percent' higher, or add a few more tiers to your buys. Make it unprofitable for them to run that route. By controlling the higher and lower ends of the market you force your competition into a narrower profit margin, squeezing them out of the route.

If they are still persistent then its time to do some maths. Figure out how much the route is worth. Run the numbers for the low and high end buy and sell numbers to put a price tag on the route. Then ask yourself, is this route worth vigorously defending? Because if it is, you should think about stronger measures. Be warned though, it will cost you both time and money. So, make sure and factor all costs into your defense or you may cripple yourself as well.

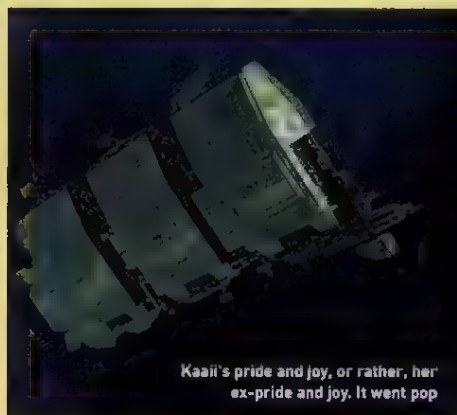
STRONGER MEASURES

So now you have been dealing with some trader usurping your route(s). You have a pretty good idea of what they are trading, and when they are around. Having an agent do regular checks on their location is a good idea. You should also have an idea of the types and maybe quantity of ships they have, again by doing

your homework and scouting their base(s) for a first-hand look. This information will be needed by whoever you hire to deal with them. Yes, that's right, I said hire.

Protecting ones time and investments is omnipresent in EVE. Should you choose to aggressively defend a trade route I would recommend hiring a mercenary corporation to do your dirty work. For me, not being much of a combat pod pilot, I would rather pay someone to fight while I continue to do what I do best with the skill set I do have. There are many fine mercenary corps out there that can, and do, take this kind of work seriously (*you could do worse than read p19*). And typically, it is a bit easier for them too. When hiring a corp to do this, have clear goals in mind, of what you want to have them do for you, as well as a time line for completion. There's nothing wrong with having an open-ended contract, but I personally prefer short bursts of intense disruption. If you are combat-oriented yourself, then maybe you would prefer a little action, but you may find yourself on the receiving end of the dispute as well. That's why I pay someone. But make sure the corp you hire is discreet with their employers name – that is very important. Nothing sends a clearer message better than a good, heavy dose of anonymous subterfuge. Think about that.

The types of operations you can purchase run from simple intimidation (having the mercenary corporation 'contact' the offending party with a threat of military action) to a full scale war declaration with open hostilities on everything they fly. The main thing to consider is the result you want and to keep the costs down doing it. Hiring a 30-man corp to obliterate everything your foe has may be over the top for what you are trying to accomplish. You don't have to beat them bad, just beat them. ☺



Kaali's pride and joy, or rather, her
ex-pride and joy. It went pop

➡ THERE'S NO ABSOLUTE WAY TO COMPLETELY HIDE YOUR MARKET TRANSACTIONS. SOONER OR LATER, IF SOMEONE NEEDS THE INFORMATION ON YOU, THEY CAN FIND IT. JUST REMEMBER, UNDETECTED IS UNAFFECTED

Ⓜ MASKING YOUR IDENTITY

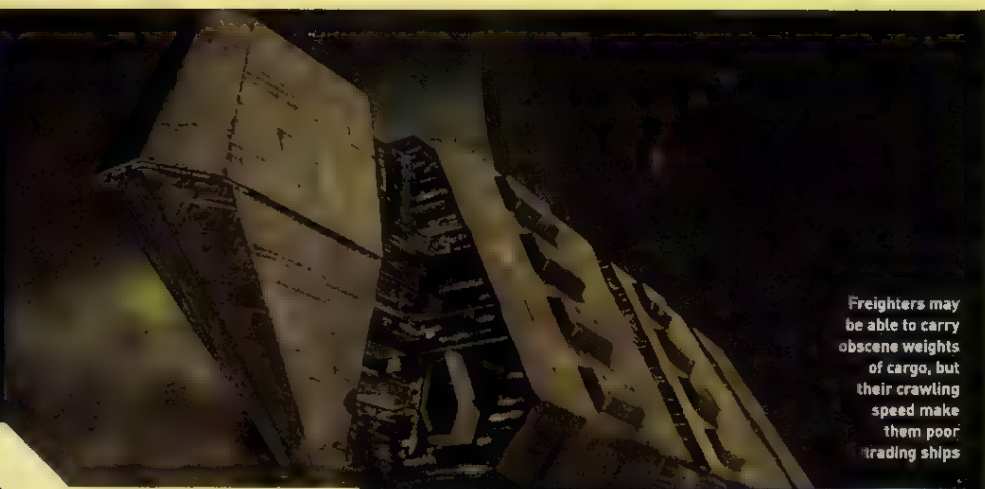
Of course the nature of trading means that unless you are obscenely industrious or fortunate, when you aren't being screwed over by other traders you will be the one doing all the screwing. Rather obviously then, your aim opposite to reconnoitering trade bullies is to hide your tracks as if you are the competition; remaining incognito is paramount to avoiding repercussions.

Some methods of avoiding detection are common sense, others less obvious. Keeping your name off someone's note pad will go a long way to your trading survivability, should you be the sharp eyed trader moving in. You can do this in a few ways – one of which is to make your buys with another character. Yes, the old alt-character trick. I hate them, so do a lot of other folks for more reasons than this, but they are in the game so use them. By having them purchase your buy orders you are masking yourself to those that would seek you out. The down side of this is that to be cost effective you need to have trained up some hefty skills to keep the market purchase costs down. Coupled with the logistics of trading cash and items back and forth makes for cumbersome times too. Before you think, 'hey I can do this with sells as well' I say, yes, but then it really isn't an alt anymore is it?

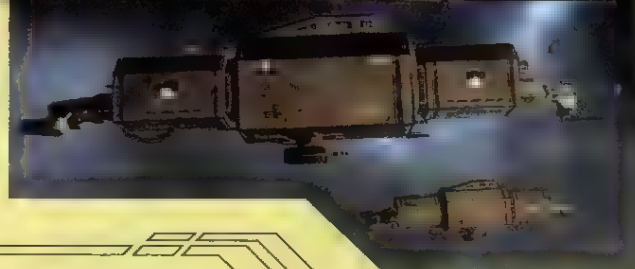
Masking your sell orders are a little trickier. One technique is to set your sells to the station buy volume amount. For example, a station buys 39372 of something; don't make a 200k sell order. Make five 39372 sell orders instead. At first glance it can look just like a regular NPC station buy order. This, too, has the added effect of discouraging 'phishing' for your name by your competition buying just one of the items you sell in order to get your name. Remember, earlier we set our buys in smaller increments for our couriers to work with, so this helps as well. It forces them to 'pay' for your name, buying the maximum quantity you set on your sell orders.

In short, however, there's no absolute way to completely hide your market transactions. Sooner or later, if someone needs the information on you, they can find it. Just remember, undetected is unaffected and if searching for the next big trade route is more important than holding on to one, you'd be advised to move along. Trade is like combat in many ways; some prefer to battle against others, some prefer to battle the system.

Hopefully, these guides have been of some use to you all out there. I know some points may have been general knowledge, and some too, may have inspired other more clever ideas. I know there is more out there, but I'm going to leave that to you to find out for yourself... ☺



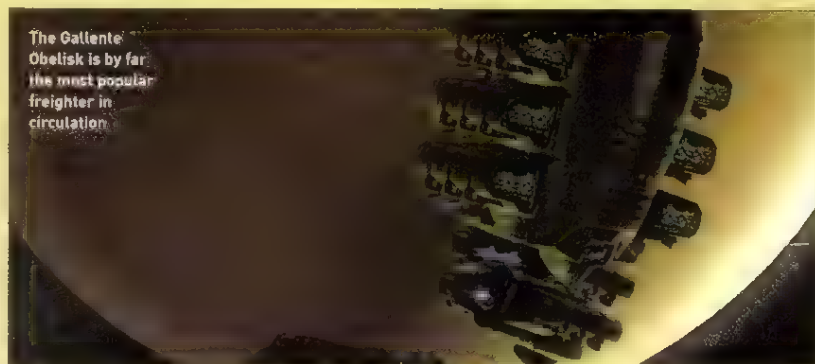
Freighters may be able to carry obscene weights of cargo, but their crawling speed make them poor trading ships



FREIGHTERS – TRADE SHIPS OR HAULERS?

Contrary to the whines and moans of a few naysayers at the time, the introduction of freighters prior to Red Moon's release *did not* kill trading. It *redefined* it. There are more than enough trading routes and money to be made in Empire and beyond with just a little bit of forethought. Freighters are, well, gigantic, and can hold tons and tons of items; on the surface you may think that routes are sucked dry the second one jumps into the system, but lets look at this a minute. First thing; a freighter costs quite a tidy sum, so they are not for the casual trader. To fill one with trade goods requires a huge amount of money, and this is not something to be taken lightly. Initially when these beasts came out, traders would buy and haul 5-10 runs worth of materials (in a Mark VI) in just one run. But using these for antibiotics say, is just a waste. No station comes close to buying

all that they could carry. Even stockpiling, like I outlined before, ties up more cash than most, if not all, traders are willing to do. While they are sitting in a station that holds five million antibiotics, buying them at 33,000 per order (remember they have to wait for the market to swing too) you in your trusty Mark V can flit about the systems picking and choosing the best deals. The freighters are slow as well, so a pilot trying to do this in a freighter will spend the better part of their life waiting to align for a jump, not to mention warp, or docking. All this is time you can use to move smaller loads (by comparison) for maximum effect. Using the freighters for the really big objects is what these things really shine at. And if you find yourself being shorted by someone you think is a freighter pilot, running your route, well then you know what to do.



The Gallente Obelisk is by far the most popular freighter in circulation



Make a difference...

Eve Defence Force



JAMES LYRUS

James Lyrus graduated from the Caldari State War Academy a year ago. Since then he's set up his own corporation, and got involved in the management team of the Interstellar Starbase Syndicate. Realising that he couldn't shoot straight, he decided that electronic warfare was a good combat option.

ELECTRONIC WARFARE IS ONE OF THE DARK ARTS OF COMBAT. THIS SMALL GUIDE TO HOW IT WORKS AND FITS TOGETHER WON'T MAKE YOU WIN EVERY TIME, WHAT IT WILL DO IS GIVE YOU AN INSIGHT, AND JUST MAYBE AN EDGE, NEXT TIME YOU'RE IN A SERIOUS FIGHT.

THE INSIDER'S GUIDE TO ELECTRONIC WARFARE



The choice between tanking and ganking is one that will be familiar to most pilots – the choice of more damage modules, or an extra armour hardener. Downgrade the weapons layout, in favour of more repair capability, or just go for the biggest guns that will fit, and worry about the rest later.

I'm going to introduce you to the third way of combat – Electronic Warfare. This article, covering some of the key points of the Caldari State War Academy training modules, is intended to offer some insight into the techniques that you have available to you, or that may be used *against* you.

Electronic Warfare (referred to as 'EW' colloquially amongst pod pilots) is a set of modules, skills and techniques that serve to enhance the capabilities of your ship, and degrade those of your opponent(s). It covers ECM (Target Jamming), Tracking Disrupting, Sensor Dampening and Target Painting, but also branches into propulsion jamming such as the use of warp scramblers and stasis webs.

It's not used often because it's less under-

stood and less easy to use effectively. Make no mistake, though; it is often a major deciding factor in combat – if you can't lock, or can't hit your target, you are probably going to lose. This is especially the case when facing another pilot in a ship optimised to take full advantage of its combat technique.

➤ #1 ELECTRONIC COUNTER MEASURES (ECM) / TARGET JAMMING

SKILL CHECK: The Electronic Warfare skill reduces capacitor use of these modules, and Signal Dispersal increases jammer effectiveness.

The Target Jammer, or 'ECM', is a Caldari Navy innovation. It disrupts the targeting system of an opposing ship. Each time it is activated, it attempts to disrupt the targeting system. If successful, the opponent is unable to maintain or make a lock for 20 seconds.

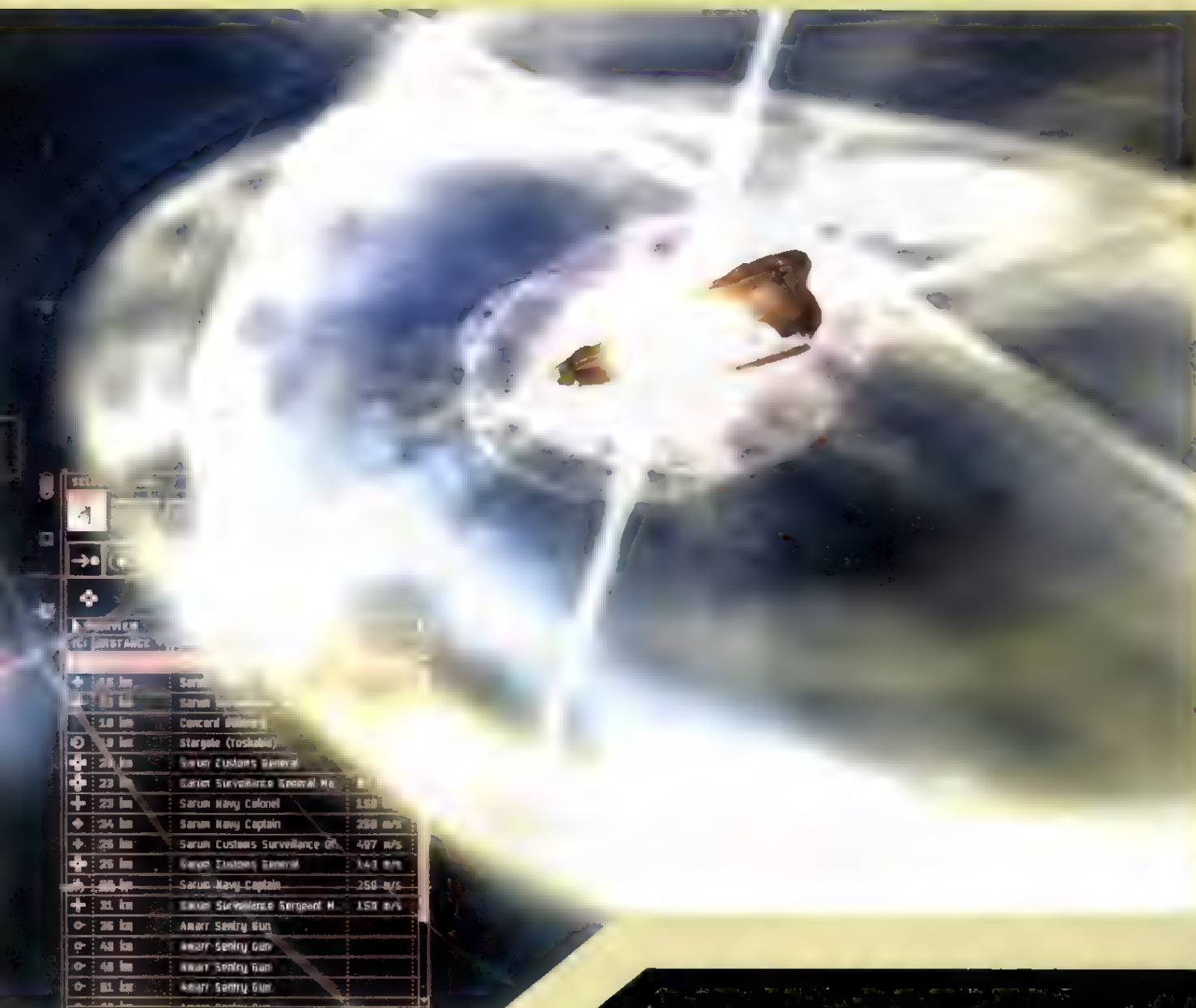
Each of the four major races base their ships' sensors around different technologies.

The Amarrians favour RADAR sensor systems, the Minmatar LADAR, the Gallente Magnetometric sensors and the Caldari Gravimetric sensors.

To complement this, there are five kinds of ECM. A multispectral jammer, which provides moderate effectiveness against any sensor type, and one for each of the racial sensors. The 'racial' jammers are more effective against the specific type of sensor, but are less so against other racial sensors. A 'racial' jammer also has a lower capacitor usage, and better range than multispectral jammers.

HOW DOES IT WORK?

The chances of success are determined by comparing the highest sensor strength on the ship with the appropriate 'jamming strength' on the jammer. The higher the sensor strength of the enemy ship, the lower the chance of jamming successfully. If the jamming attempt is successful, then for 20 seconds the targeting computer of the hostile ship will be unable to make or maintain a target lock. ☹



THE SCIENCE BIT

Target Jammers do not stack. If you have multiple Jammers, you get multiple attempts at jamming. In order to figure out your success rate at jamming, the easiest way is to figure out the chance of *not* jamming:

$$P(\text{jam}) = 1 - [(1 - P(\text{Module 1 jamming})) * (1 - P(\text{Module 2 jamming})) * (1 - P(\text{Module 3 jamming})) * (1 - P(\text{Module 4 jamming}))]$$

With one strength 4 module against a ship with a sensor strength of 10, the probability of Jamming is 0.4 or 40%. The probability of not jamming is $1 - 0.4 = 0.6$ or 60%.

With two modules, the probability of not jamming is multiplied, so:

2 modules = $0.6 * 0.6 = 0.36 = 36\%$ chance of not being jammed

3 modules = $0.6 * 0.6 * 0.6 = 0.216 = 21\%$ chance of not being jammed

4 modules = $0.6 * 0.6 * 0.6 * 0.6 = 0.1296 = 12.96\%$ chance of not being jammed.

When one is calculating success rate, we can then subtract the probability of not being jammed from 100%, so $100\% - 12.96\% = 87.04\%$ chance of successfully jamming.

Ⓢ An ion field ECM has a jamming strength of 6 vs magnetometric sensors, and 2 against LADAR, RADAR or graviton field sensors.

Beyond its optimal range, the effective strength decreases, in much the same way as it does on a turret – at optimal range + falloff, the effectiveness is halved. At optimal range + 2x falloff, the effectiveness is zero.

A Tristan (Gallenite frigate) has a 'strength 10' magnetometric sensor strength. Compared with the '6' jamming strength, this means we have a 6/10, or 60% chance of jamming the Tristan. However, if we were to try and jam a Merlin (Caldari frigate) with the same ion field ECM, we would see that a Merlin has a 'strength 11' gravimetric sensor. This ion field ECM only has a strength of 2 against gravimetric sensors, which means its chance of jamming is 2/11 or 18%.

A multispectral ECM, which has a strength of 4 against all the sensor types, would have a 4/10 = 40% chance of jamming the Tristan but still a 4/11 or 36% chance of jamming the Merlin, making it useful if you don't know what type of ship you'll be jamming. Each time a jammer activates, it has a chance of jamming a target. This chance is per module and is the strength of the jammer divided by the strength of the ship's sensor.

The thing that seems to give more problems is if multiple jammers are used. What success

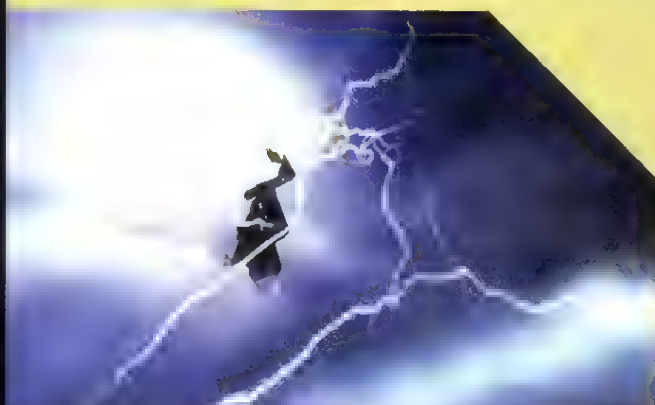
rate does one get if four Multispectral Jammers are used? The calculations are fairly simple, a compound probability.

In order to work out the chance of jamming someone with multiple modules, the easiest way by far is to work out the chance of them *not* being jammed, and take that away from 100% (see *ECM Jammers vs Sensor Types*, right).

Countermeasures: ECCM (yes, that is Electronic Counter Counter Measures); sensor backup arrays. An ECCM is an active midslot module, which provides a boost to base sensor strength. A standard ECCM gives a 50% boost to sensor strength. A sensor backup array is a passive lowslot module that also provides a boost to sensor strength, although it's not quite as much of a boost, being 25% for a standard one.

A boost to your sensor strength won't 'break' a jam, however when the jammer tries again, after 20 seconds, it'll have a much harder job – against a single jammer a 50% increase in sensor strength means that a jammer is 1/3rd less likely to be successful in jamming.

Friend or Foe (FoF) missiles are self targeting missiles, which lock onto the nearest hostile target. They are a countermeasure to jamming, because you can keep firing even if you don't have a target lock. You can't pick what they shoot at, which can be very annoying, as they



Nosferatus and other energy-draining modules are always in evidence on the battlefield – but is it Electronic Warfare?



ECM JAMMERS vs SENSOR TYPES

ECM Type/Race	Caldari (Gravimetric)	Gallente (Magnetometric)	Minmatar (LADAR)	Amarr (RADAR)
Spatial Destabiliser	6	2	2	2
Ion Field	2	6	2	2
Phase Inversion	2	2	6	2
White Noise	2	2	2	6
Multispectral	4	4	4	4



seem to like going after drones. They do less base damage than their 'normal' equivalents; however, with the FoF missiles skill trained to 5, they do the same amount. FoF missiles are available in Heavy, Light and Cruise missile sizes.

➡➡ #2 SENSOR DAMPENING

SKILL CHECK: The Sensor Linking skill reduces capacitor usage of dampeners. Signal Suppression increases effectiveness of dampeners.

Evolved by the Gallente Navy in response to Electronic Warfare from the Caldari, the sensor dampener is altogether a cruder approach. Crude but effective. The Sensor Dampener projects interference patterns to the targeting computer of the opponent, and whilst it doesn't completely disrupt the system, the interference means that the targeting computer has a much harder time.

Effectively, this means that sensor resolution and range are degraded, making locking take longer, and reducing the range at which it can be done. If a locking range is reduced below the 'current' range, an active target lock is lost.

HOW DOES IT WORK?

A standard sensor dampener, the Remote Sensor Dampener I, will reduce sensor resolution and locking range by 35%. The reduced sensor resolution increases the amount of time required to lock. If you're flying a small ship, locking time is fairly short anyway. However, in a Battleship it can take a notable amount of time to make a target lock, especially against a small ship. Sensor resolution is compared to the signature radius of the target in order to determine how long it takes to make a target lock. It's linear, so twice as much resolution means a halved locking time.

Sensor Dampeners become useful in situations where you are maintaining a long range, and so can reduce almost any opponent's locking range sufficiently that they can't lock, or when you need to get close before they



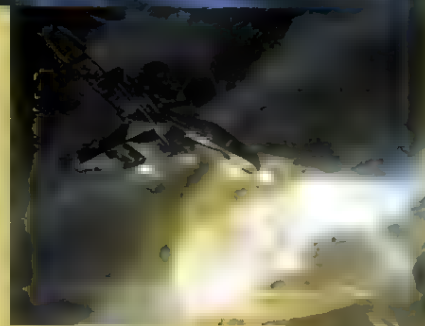
lock. Since they take longer to lock, you have more time to get close before they do.

The thing a sensor dampener gives you is time. If your opponent can close, they can start to lock. It may take time, but they *will* lock you. The idea is that you've already done them enough damage before that happens to win the fight. It's also less effective if you are outnumbered – you can only damp one target per module and sometimes you need two or three to 'lock down' a single target.

Multiple dampeners on a single target further reduce their locking range and resolution. Thanks to the wonders of the stacking penalty (the reduction in a module's effectiveness as more are used), two modules won't decrease range and resolution by 75%, but it's fairly close. As more modules are used, their relative effect decreases.

Countermeasures: Sensor Booster; Signal Amplifier. Sensor Boosters are often seen on larger ships. They increase sensor range and resolution, meaning a large Battleship can lock a Frigate in less time, and at a greater distance. However they also have the secondary effect of reducing your susceptibility to sensor dampening. A Sensor Booster is an active mid-slot module, which gives an increase of 50% to locking range and sensor resolution. A Signal Amplifier is a low-slot passive module, which gives a 10% increase in locking range and resolution.

Caldari ships will always remain the premier ships for dedicated EW pilots, but every ship is capable of incapacitating the systems of another

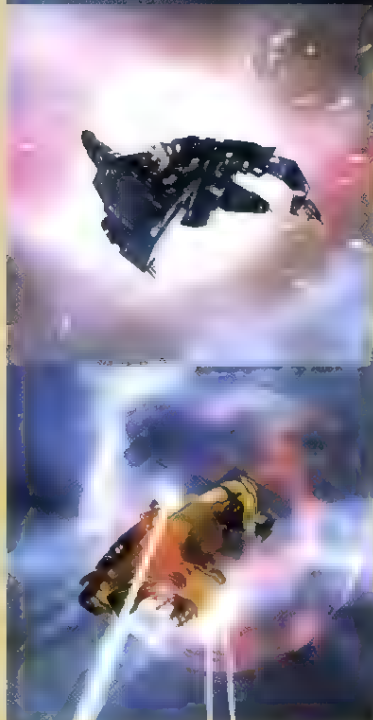
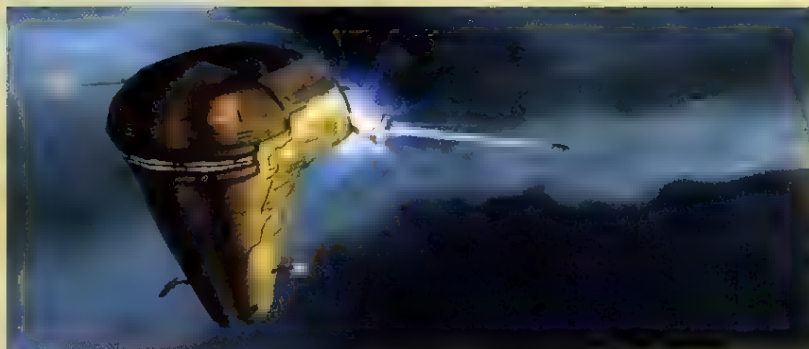


➡➡ #3 TRACKING DISRUPTORS

SKILL CHECK: The Weapon Disruption skill reduces capacitor usage of Tracking Disruptors. Turret Destabilisation increases their effectiveness.

The tracking disruptor is an Amarrian design, intended as a countermeasure against turret-based weaponry. It induces interference in the turret servo mechanism, degrading its efficiency. It reduces the tracking speed of the opponent's turrets, their ability to hit fast orbiting targets, and their optimal range – the distance under which there's no range penalty. Reduced tracking has a severe impact on short-range systems, where reduced optimal range has a similar impact on the longer range turret systems. ☹

☹ **SENSOR DAMPENERS BECOME USEFUL IN SITUATIONS WHERE YOU ARE MAINTAINING A LONG RANGE, AND SO CAN REDUCE ALMOST ANY OPPONENT'S LOCKING RANGE SUFFICIENTLY THAT THEY CAN'T LOCK**



Range is perhaps even more a factor in EW as it is when more lethal arms are brought to bear

HOW DOES IT WORK?

Tracking Disruptors don't prevent a ship from firing, and so are less general in their usefulness than Sensor Dampeners or Target Jammers. However, for a small ship engaging a larger, such as a Cruiser attacking a Battleship, their effects are devastating as the small ship is able to make full use of its increased manoeuvrability.

A Tracking Disruptor I reduces optimal range by 32.5% and tracking of all weapons by 32.5%.

Countermeasures: Tracking Computers; Tracking Enhancers. A Tracking Computer is an active mid-slot module which increases optimal range by 10% and turret tracking by 20%. A Tracking Enhancer is a passive low-slot module, which does the same, but to a lesser extent, giving 10% optimal range, and 7% tracking. They both serve to offset the effects of a tracking disruptor.

Alternatively, slowing the opposite ship down, for example with a Stasis Webber, is similarly effective. Or, of course, you could just shoot missiles at them.

#4 TARGET PAINTERS

SKILL CHECK: The Target Painting skill reduces capacitor usage. The Signature Focussing skill increases Target Painter effectiveness.

Target Painters are a Minmatar design – probably created by some Sebiestor who was fed up with his 1400mm artillery missing small targets.

HOW DOES IT WORK?

A Target Painter is somewhat different to the other forms of Electronic Warfare, in that it doesn't reduce the capabilities of the 'opposing' ship, but instead increases the signature, and therefore the hit rate and damage, of anyone firing at the painted ship. Both missiles and turrets are less effective against small targets but the Target Painter is a way of improving that effectiveness.

Countermeasures: none.

#5 PROPULSION JAMMING & WARP DISRUPTORS

SKILL CHECK: The Propulsion Jamming skill reduces capacitor usage of Stasis Webifiers, Warp Disruptors and Warp Scramblers. Since these are often used on smaller ships, this can become very relevant.

Probably the most straightforward form of Electronic Warfare, Propulsion Jamming consists of stopping your opponent going where you don't want them to. This might be outside your optimal range, into a close orbit, or just running away into warp.

NAMED AND TECH II EW MODULES

For the Electronic Warfare generalist out there, the standard Tech I Electronic Warfare will prove sufficient. Named and Tech II forms of EW can prove even more of a notable impact than in other areas. In all cases of Target Painters, ECMs, Sensor Dampeners and Tracking Disruptors, the top end 'Named' item has the same effectiveness as the Tech II variant. They also have less capacitor usage, and easier fittings.

The 'best' Named items are:

EW Type	Best Named	Effectiveness	Market Price	Market Price (Tech II)
ECM Multispectral	Hypnos	4.8 on all jammer strengths	3-5m	2.5-3m
ECM Ion Field	Hypnos	7.2 Magnetometric, 2.4 other	150k-500k	1m
ECM White Noise	Umbra	7.2 RADAR, 2.4 other	1m	600k
ECM Phase Inversion	Enfeebling	7.2 LADAR, 2.4 other	1m	700k-1m
ECM Spatial Destabiliser	BZ-5	7.2 Gravimetric, 2.4 other	5-6m	600k
Remote Sensor Dampener	Phased Muon	50%	2-4m	1m
Tracking Disruptor	Balmer Series Targeting Inhibitor I	54%	1-2m	500k
Target Painter	Phased Weapon Navigation Array Generation Extron (PWNAGE)	30%	1-2m	500k

At the top of the list are the faction and officer EW modules. I've not included these in here, since I'm certainly not rich enough to fly ships fitted with those. However, if anyone does happen to have a set of Estamel's Multispectral Jammers knocking around, I'll gladly take them off your hands.

TARGET PAINTERS AND MISSILES

A missile's explosion radius is compared with a target's signature radius in order to determine damage. If you are firing a missile with a large explosion radius (eg. a heavy missile) against a target with a smaller signature (eg. a Frigate) then you will find that less damage is dealt.

Often this is not a problem – the reduced damage is balanced by the fact that Frigates generally have lower resistances and fewer hit points. However, this isn't always the case, especially when it comes to Battleship-sized missiles – it's often possible for a Frigate to avoid enough damage that a Battleship cannot destroy it.

It's where a target Painter comes in – Painter increases the signature of the Frigate, and you increase the damage dealt by the missiles. It's a small increase in damage increase than you'd get from a ballistic control, but, of course, it's limited by the smaller than your own. Very useful on a



HOW DOES IT WORK?

A Stasis Webifier is a module that turns a fast-moving target into a slow-moving target. It has a range of 10km, though there are officer versions with longer range, and the Huginn (the Minnatar Combat Recon Ship), gets a range bonus to web range. A slower-moving target is easier to hit, especially with large guns. A particularly fast ship can also avoid taking damage from missiles – if a ship travels faster than the explosion velocity of a missile, the damage is reduced.

Warp Disruptors/Scramblers cause fluctuations in your opponent's warp core, preventing them from entering warp. A Disruptor has a longer range, and does one point of scrambling, whereas a Scrambler has a shorter range and does two points.

Countermeasures: a faster ship; nanofiber internal structure; overdrives or afterburners. Or just get 10km away (often a challenge if you're moving slower). Against Scramblers you use Warp Core Stabilisers. These provide one point of Warp Core stability. If you have the same or more points of stability than Scrambling, then you can still warp.

DAMPENERS AND JAMMERS – THE PERFECT COMBINATION?

Dampeners and Jammers can work together quite nicely. It's not entirely true to say that a Jammer stops them firing back for 20 seconds. It stops them targeting for 20 seconds. This becomes important when we consider one of the effects of Dampeners – that they reduce Sensor resolution, and therefore increase locking times.

If an opponent is flying a Battleship, it is not unreasonable that they might take 15 seconds to lock a target. So by jamming them, they become unable to fire for 35 seconds.

In a jamming combat, the sequence might look a little like this (right) – where every second jamming attempt is unsuccessful.

So by adding a Dampener (or two) to your setup, you become much less sensitive to

Jammers 'missing' because the time it takes your opponent to re-lock cuts into the time it takes your Jammers to cycle, and try and jam them again. If you use enough Dampeners that this re-locking time increases to 20 seconds or more, you are effectively doubling your jamming power – each of your Jammers gets to try twice before your opponent can fire again.

Of course, this does somewhat depend on the number of targets you're facing. Against a larger number, you may still be better off with more jamming, because then you're not trying to prevent damage entirely, just reduce it as much as possible.

Against a single target, if you have six free mid-slots and with two Dampeners you increase their lock times enough, then if you fit six Jammers, you get six attempts to jam your target – if all of them fail, they can return fire. If you use two Dampeners and four Jammers, then you will get eight jamming attempts, and lower overall cap usage. Not to mention a bit of versatility should they have Sensor Backup Arrays fitted.

Target Jammers, being capacitor intensive, work best fitted to larger ships or those with capacitor use bonuses. Most Frigates cannot sustain the capacitor usage of even a single multi-spectral Jammer. Actually, quite a few

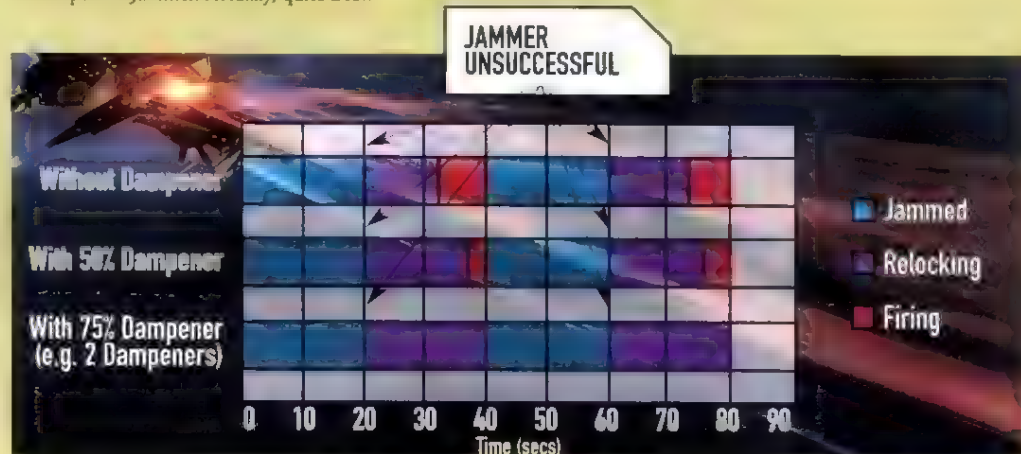
Cruisers have a problem with that as well. If you want to take the jamming route, then you really need to be looking at Battleships or Caldari Electronic Warfare ships.

Generally speaking, Target Jammers benefit from having multiple modules fitted – if you fail to jam on your first attempt, then you can switch on your second module and try again. Jammers are also quite effective against multiple opponents – you aren't necessarily preventing all their damage, but if you have prevented several opposing ships from firing, you are greatly reducing their combat effectiveness.

Due to relative sensor strengths, Target Jammers are also somewhat more effective against smaller ships. A Frigate has around 10 points of sensor strength, a Cruiser 15, and a Battleship 20. The strength of the Jammer is that it provides a total 'block' on a ship being able to target. The weakness is that it's chance based, so they may not stay jammed unless you are lucky.

However, if a target becomes un-jammed, it must then re-lock its target. For that reason, combining a Sensor Dampener with an ECM is actually a very effective tactic. Your opponent may not be prevented from firing entirely, ☹

CCP is currently re-evaluating the way EW works and is used. No doubt the guys will report soon



Ⓒ but they don't manage to shoot much before your Jammer activates again.

Tracking Disruptors are good when facing a same-sized (or larger) turret-based ship. Sensor Dampeners are also potentially very useful on small ships fighting larger ones. A small ship's reduced sensor resolution ensures that they have time to close and start orbiting before their opponent gets to start firing. They can also prove rather useful in sniper ship configurations – if you are shooting at long range then the range penalty of a Dampener may well prove enough to prevent return fire.

Sometimes the most potent, and overlooked, effect of Electronic Warfare is that of surprise and morale. An opponent who's not sure what's going on, and why they can't lock, might spend a few seconds swearing in fury, rather than reacting to a tactical situation. EW shouldn't be overlooked as an option on other ships, if only because a 'surprise' 20 seconds of freedom from interference can easily be enough to decide a fight – and has the advantage that it won't be expected. Similarly, adding a Tracking Disruptor or Sensor Dampener will grant a subtle tactical edge if used wisely.

However, it should always be remembered that Electronic Warfare is a force multiplier. You can jam someone all day, but it won't destroy their ship. However, add it to a small group and you'll find that you're able to fight against tougher odds. Relying on Electronic Warfare as your only defence can pay off, but since it won't work in every situation, it's also a huge gamble.

I will leave it to you to decide what suits you best. There is no perfect fit, just ones that work the way you like to fly and fight better than others.

WHICH SKILLS?

In addition to the skills specific to each type of EW, there are some skills that can be generally helpful for all EW. Range of the four main types of Electronic Warfare (Target Painting, ECM, Sensor Dampening and

Tracking Disrupting) can be improved with the Long Distance Jamming skills, which increase electronic warfare optimal ranges, and Frequency Modulation, which increases Electronic Warfare falloff.

Long Range Targeting, whilst not directly relevant to Electronic Warfare is also useful, both for extending maximum jamming ranges, and to counter sensor dampening. Targeting and Multitasking give more target locks. It's not unusual, in an intensive jamming fight, to be firing at one target, and to be using EW on five others. Signature Analysis is also a skill well worth training. Increased sensor resolution, and therefore improved locking times, can make all the difference in a jamming fight.

WHAT SHOULD I FLY?

Electronic Warfare modules occupy mid slots. The more mid slots on your ship, the better it will be as an EW ship. In general, Caldari vessels have more mid slots than other races. However, Caldari vessels are also better suited to using a shield tank, which also uses mid slots, so there is a certain trade off of EW against defensive capability. Each race has at least one ship designed to take advantage of their specialist Electronic Warfare.

Each race has an EW Frigate and Cruiser. Recon ships are also EW-focussed. Only the

Caldari have an EW Battleship – the Scorpion.

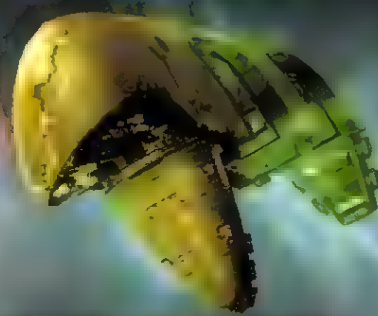
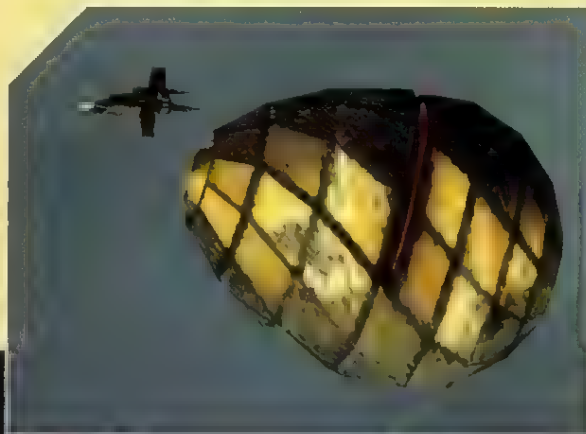
Specific fittings are a matter of personal taste; however, the EVE Online forums provide many useful insights. I am intending to place some of the details of ships and set-ups on Nyphur's rather useful website at www.eve-tanking.com and, if there's sufficient interest, also on the EVE Online ship and modules forum.

Which Electronic Warfare is best?

Each race has specific areas where they are specialised. There's no one type of Electronic Warfare that's impossible to beat. And if it does fail, then because you have sacrificed mid slots that could otherwise have been used for tanking etc, you'll probably end up in trouble. This is especially true of the Scorpion, which for some reason is a favourite target in any PvP skirmish.

There is no one type that is 'best' – it's a question of what suits what you are trying to do. Fitting your entire ship with Electronic Warfare is a high-risk strategy. If you are relying on Tracking Disruptors to avoid taking damage, and you encounter a missile ship, then your ship won't last very long. If, on the other hand, you tank your ship normally, but drop a Tracking Disruptor on a spare mid slot, then you may well find that you have a much better survival rate. Ⓒ

Happy Easter



Ⓒ SOMETIMES THE MOST POTENT, AND OVERLOOKED, EFFECT OF
ELECTRONIC WARFARE IS THAT OF SURPRISE AND MORALE

OPENING



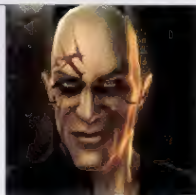
BIGGER THAN EVER

SLACKTALK

With thanks to the omgrawr.net archives... keep 'em coming



Lord Talan > i'll be back
Maniac King > thats wat
terminator said and
he didnt come back
till after 15 years



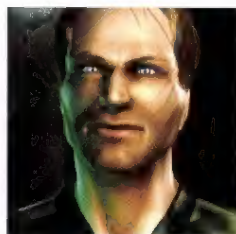
Caya > maybe u should try to petition your problem
Vladic Valenski > does anybody have bpo for probs?
Targalta > you want to make problems?
Vladic Valenski > nononononon
Targalta > ah, probs :)
Vladic Valenski > :D
Gaius Kador > i have a recipe for disaster if that helps?
Targalta > rofl



Hanns > i drunk to
muvh tonight
Hanns > erve and
alcvhohiol is bad
Hanns > in nfo
going to undlocks
Hanns > if i lies
down there rooms
spoins



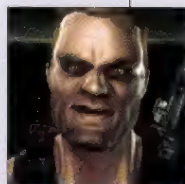
Interscene > Hmm,
what sort of trick
could I use on
Rogue Drones?
BLAIYNE > The one
with the three cups
and a ball? Rogue
drones always fall
for that one



Tire Aramaki > how
tough is a 3/10?
Na'Axin > on a scale
from 1 to 10?
Na'Axin > i'd say 3



prote evans >
hi i need a bit
of help m8
Kyle Caldrel >
A/S/L
prote evans >
17/m/uk
prote evans >
u???
Kyle Caldrel >
Agent/System
/Level



Frank Horrigan > Im
tired of loot not
making any sense
Stavlokar Cerebus >
You shouldn't try to
have a conversation
with your loot

CARELESS
TALK COSTS
LAUGHS...

EVE A-Z

A sailor went to C...

CAREBEAR Someone who wears pink and likes to press wild flowers, rather than eat glass and shout a lot.

CCP Icelandic developer of EVE, who collectively over a period of a decade have shunned social life, family, prospects, health and opportunity to create a computer game that half the gaming community will never play because they are having far too much fun pretending to be goblins.

CEO (abbrev. Chief Executive Officer) The figurehead and/or leader of a Corporation, who assigns duties and tasks for his members, and who, despite appearing frantically busy, would rather sit inside the station collecting porn links.

CHARACTER CREATION The somewhat lengthy process by which a player creates an avatar that will represent them during their time playing EVE, after which, regardless of how much care is taken, both eyes will look in opposite directions.

CHARISMA Arguably the personal attribute that more readily defines who you are as a citizen of EVE and the one almost everybody prefers to overlook when creating their character.

CHINA A country populated entirely by ravenous MMOG players, who thrive on games that are obscure and impenetrable; games that reward hours of hard work with frustration and despair. They're gonna love EVE.

CLONE A human being that has been duplicated from existing stock for the purposes of succeeding the original version after it has expired. Should not be confused with 'son' or 'daughter'.

CORPORATION A persistent player-organization that is typically (although not exclusively) made up of EVE pilots who, if they were colleagues in the real world, would probably go into the woods together on a regular basis to terrorise small mammals.

COVERT OPS A Frigate re-designed specifically to allow its pilot to literally blend into the landscape, so long as he is skilled in the use of an equipped cloaking device. Such pilots are lonely, sad individuals who should be avoided.

CTD (abbrev. 'crash to desktop') the means by which a computer decides it's had quite enough of space for one day, thank you, and would rather do some word processing instead.

EON SUBSCRIPTIONS

Three issues in, E-ON is clearly building something of a fan-base out there. A subscription will ensure you receive your offline EVE fix every three months. Issue #001 has already sold out, and issue #002 is well on the way. For the finest paper-based EVE entertainment point your browser to www.eve-online.com/eon and we'll satiate your need.



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- possibility to stipulate fixed pricing (T2 items)
- management of received payment fees
- production and delivery management
- overall task and event management screen
- mineral pricing definitions
- maximum ore values based on mineral pricing
- mark-up definition
- automated eve-mail creation
- access definition - who may do what
- access definition - members / corporations / alliances

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"The Promised Land always lies on
the other side of a Wilderness."

Henry Havelock Ellis, England, Earth, R.D. 1859-1939



ISS Marginis Outpost - KDF-GY in Catch



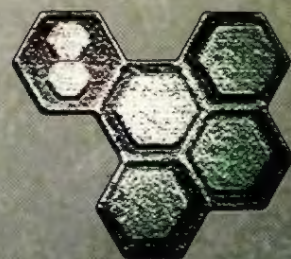
ISS Borealis Outpost - P-2TTL in Pure Blind

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